SOFTBANK ZIFF-DAVIS

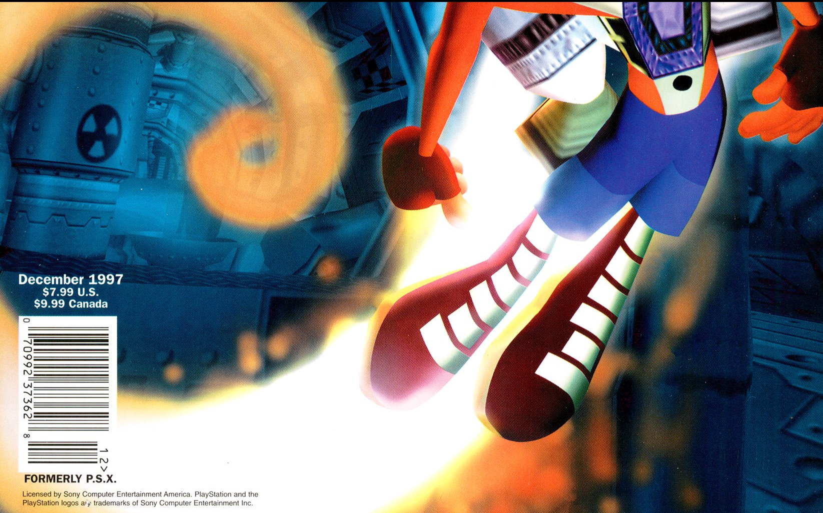
VOLUME 1
ISSUE 3

Official U.S. PlayStation Magazine

FORMERLY P.S.X.

PlayStation
CRASH BANDICOOT 2
Cortex Strikes Back

Official U.S. PlayStation Magazine Issue 3 (December 1997)



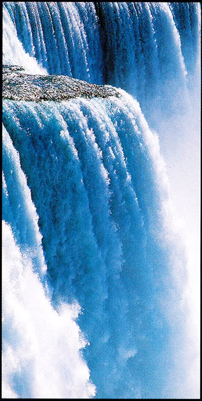
December 1997
$7.99 U.S.
$9.99 Canada

FORMERLY P.S.X.

Licensed by Sony Computer Entertainment America. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

Jet Moto 2

Choose your



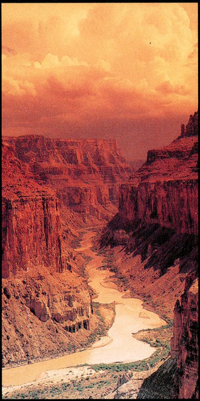
With ten treacherous new tracks, Jet Moto™ 2 isn't just a more intense, all-terrain racing game, it's a virtual graveyard. This time, you'll race through molten lava, splash down a waterfall and even maneuver your way over a broken-down roller coaster. You'll feel every bump,

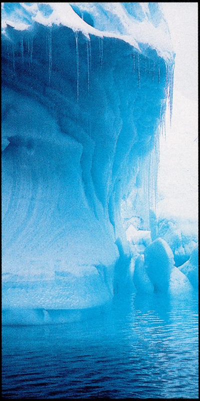
The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

PlayStation
Jet Moto 2

PlayStation™

burial plot

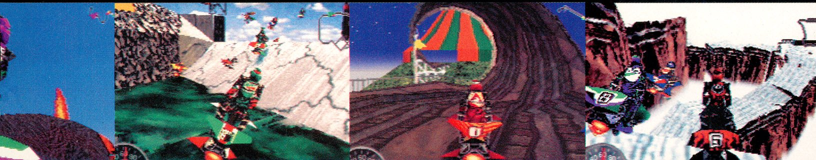




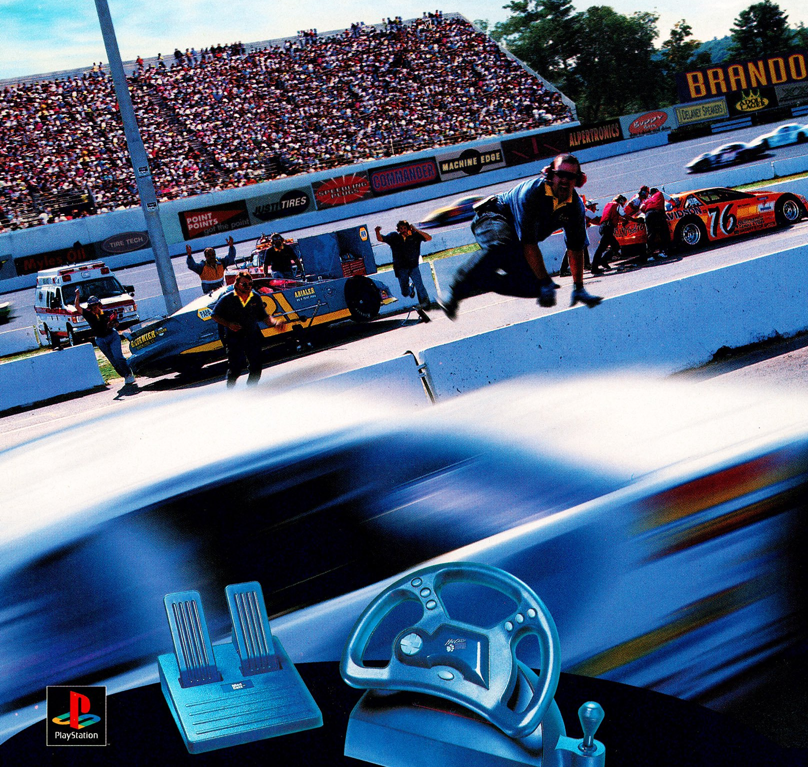
you'll catch more air, you'll even nail 360-degree corkscrews. Plus, you can challenge a friend on the two-player split screen. All you need is a PlayStation™ and a death wish. Because if you're lucky, you'll reach the checkered flag. Or you'll die trying.

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

Jet Moto is a trademark of Sony Computer Entertainment America Inc. © 1997 Sony Computer Entertainment America Inc. **www.playstation.com**



The real wheel



Officially licensed by PlayStation!

Complete steering wheel, accelerator, brake and stick shift system! 4-way D-pad plus 8 programmable digital action buttons. Incredible 270º wheel rotation.

Also available for Nintendo 64 with built-in Force Pack!

© 1997 Mad Catz Inc. Mad Catz™ and the Mad Catz logo are trademarks of Mad Catz Inc. All other trademarks and/or registered trademarks are property of their respective owners.
PlayStation™ and the PlayStation logo are trademarks of Sony Computer Entertainment America. Nintendo 64® is a registered trademark of Nintendo of America, Inc.

MACHINE EDGE
TIRE TECH
SPECIAL
Team
mad catz

Sometimes, to achieve perfect control, you've got to get a little out of control.
We at Team Mad Catz take pride in going the distance for you and your game.
You want perfect replication of the high-speed driving experience. We got it.
The real wheel — for PlayStation and Nintendo 64. By any means necessary.

MAD CATZ™

FROM THE EDITOR

The *OPM* Greeters welcome you

Countless...

articles have discussed the importance of gameplay, sound production, system specs and numerous other factors that contribute to the gaming experience. One area that has been ignored up to now is the electronic components into which you hook your game console. How do you go about picking the right television for video games? What type of options do you have when it comes to maximizing all the great music and sound effects pumping out of the PlayStation? Unless you are friends with someone who is knowledgeable, you are probably just making do with whatever is in your living room. Well my friend, those dark days are over.

With the holiday shopping season upon us, this is the perfect time to loosen the purse strings and get every ounce out of those games you have already paid for. Trust me, games you have beaten and grown tired of suddenly come back to life with larger visuals and movie theater-like sound. Granted, you probably could have cared less about being immersed in the tinny sound of the 8- and 16-Bit game systems of yesterday, but you have a cutting-edge 32-Bit PlayStation now (or I should hope so).

Take advantage of the attention to detail and effort programmers spent to get the graphics and special effects of Colony Wars to look just right. Let your ears take in the orchestral score of Final Fantasy VII the way it was meant to be heard. Even if you can't afford a fancy setup, you can start at a point where you will still notice dramatic improvements.

I won't get into too many specifics here since we have an incredible in-depth article detailing what I had just been ranting about. From the first issue, the crew here recognized the importance of such information so we incorporated gaming-friendly televisions and cool sound systems into the Gear section. Your letters and e-mails have indicated that this was a good decision. People are always talking about new consoles that will expand the gaming experience, but few are taking the steps to get the most of what they have now. So, get that Christmas wish list primed and I'll see you next month!

Wataru Maruyama
Editor in Chief

Official U.S. PlayStation Magazine

PUBLISHER
Jonathan Lane
EDITORIAL DIRECTOR
J.E. Funk • *joe_funk@zd.com*
EDITOR IN CHIEF
Wataru Maruyama
wataru_maruyama@zd.com
MANAGING EDITOR
Dindo Perez • *dindo_perez@zd.com*
ASSISTANT EDITORS
Dave Malec • Joe Rybicki
Gary Mollohan
CONTRIBUTORS
Brent Butterworth • Chris Johnston
Stuart Levy

CREATIVE DIRECTOR
Michael Stassus
ART DIRECTORS
Bob Conlon • *bob_conlon@zd.com*
Jim Cordano

MANAGING COPY EDITOR
Jennifer Whitesides
COPY EDITORS
Jo-El Damen • Dan Peluso

PRODUCTION DIRECTOR
Marc Camron

PREPRESS MANAGER
Dave McCracken

ASSOCIATE PREPRESS MANAGER
Paul Ojeda

PRODUCTION ASSISTANT
Chris Melody

CIRCULATION DIRECTOR
Joan McInerney

NEWSSTAND SALES MANAGER
Don Galen

CIRCULATION COORDINATOR
Ann-Marie Mrozynski

Subscription Service Number
(303)665-8930

BUSINESS MANAGER
Cathy Bendoff

ADVERTISING INQUIRIES:
Ziff-Davis Inc.
1920 Highland Ave., Suite 222
Lombard, IL 60148
Telephone: (630) 916-7222
Fax: (630) 916-9254

Jennie Parker,
Associate Publisher Sales & Marketing

Marc Callison, Senior Account Executive

Mike Darling, Advertising Coordinator
Amy Dellos, Marketing Coordinator
Jessica Prentice, Sales Assistant

Anthony George,
District Ad Sales Manager,
East Coast & Midwest

Jon Yoffie,
District Ad Sales Manager, Northwest
Telephone: (415) 357-5322
Fax: (415) 357-5201
e-mail: jon_yoffie@zd.com

Karen Landon,
District Ad Sales Manager, Southwest
Telephone: (415) 357-5460
Fax: (415) 357-5201
e-mail: karen_landon@zd.com

ZIFF-DAVIS CONSUMER MEDIA GROUP
Lawrence C. Burstein, President
Randy Cohen, Exec. Dir. Marketing & Research
Tedd Speck, Associate Research Director
Francesca Koe, Creative Services Manager
Cynthia Mason, Business Manager

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff-Davis Inc., 1920 Highland Ave., 2nd Floor, Lombard, IL 60148. Single issue rates: $7.99.

The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff-Davis Inc. Copyright © 1997, Ziff-Davis Inc. All Rights Reserved. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes.

The Canadian GST registration number is 14049 6720 RT.
Printed in the USA.

timeshock!
X3
X2
X1
EXTRA BALL
VIDEO MODE
PRO·PINBALL

"The finest pinball simulation anywhere." "This is as near to pinball perfection as we have seen on a PC"
PC GAMES A-

PC GAMES A LIST

"TIMESHOCK! puts many other games, and not just pinball titles - to shame" "Great ball physics, superb realism, great table design".
PC GAMER 82%

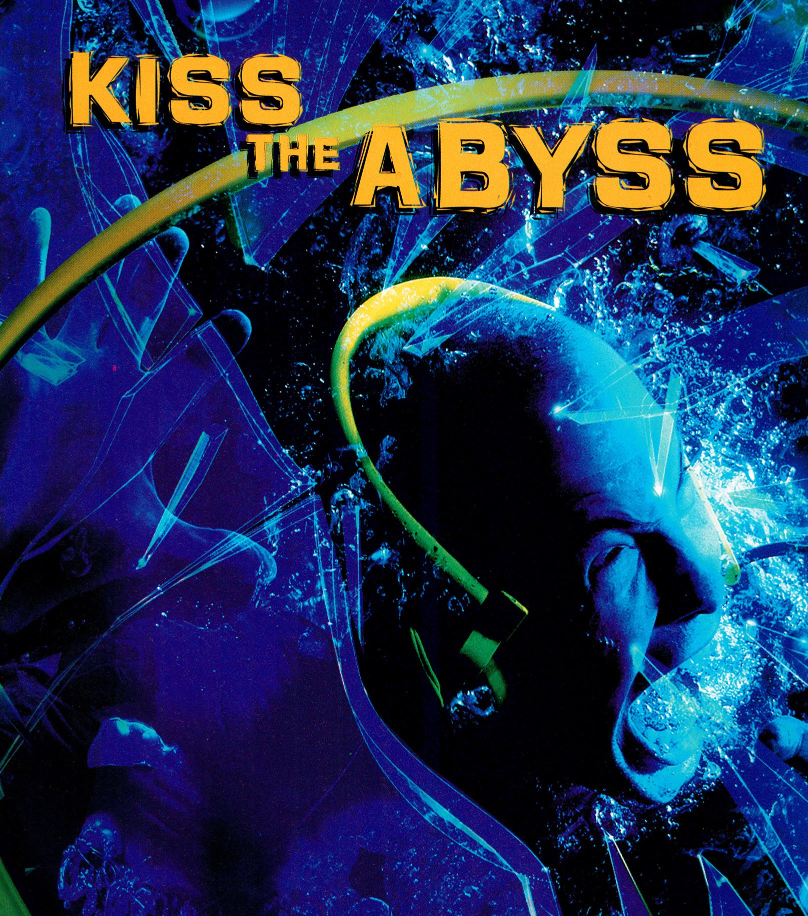
PlayStation

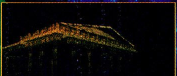
"" and "PlayStation" are trademarks of Sony Computer Entertainment Inc

empire® INTERACTIVE

timeshock!

Empire Interactive - call 1 800 216 9706, Website: www.empire-us.com

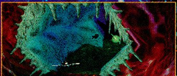

KISS
THE ABYSS



IMPLOSIVE REAL-TIME 3D GRAPHICS.

1 Pod Acquired, 4 Left

DEEP SEA MULTI-PLAYER
GAME MODES.



10 TOTALLY DIFFERENT
HULL-CRUSHING ENVIRONMENTS.

4 Pods Acquired, 1 Left

PIRANHA SWARMS. MAGNETIC SUCKERS.
DEPTH CHARGES AND MORE!

DEPTH ALERT

This is what they really mean when they talk about totally immersive gameplay. Take a dip in these sub-infested waters for a spot of nuclear fishin'. 12 subaquatic psychos want to send you down and they've got the torpedoes to prove it. Don't worry. You'll know you're in too deep when the water pressure caves your head in. Looks like you're in deep ship.

LOCKJAW

ARMAGEDDON

BOTTOM LINER

STALINGRAD

ARCHIMEDES

LA GRIFFE

FROM THE DEVELOPERS OF TWISTED METAL™ JET MOTO™ AND WARHAWK.™

PlayStation
NTSC U/C
PlayStation
CRITICAL DEPTH
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
SLUS-00428
SINGLETRAC
GT Interactive Software

TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation™

SINGLETRAC
www.singletrac.com

WWW.GTGAMES.COM™

GT Interactive Software
www.gtinteractive.com

©1997 SINGLETRAC Entertainment Technologies, Inc. Twisted Metal, Warhawk and Jet Moto are trademarks of Sony Interactive Entertainment Inc. (Twisted Metal, Warhawk and Jet Moto were published by Sony Computer Entertainment America). Critical Depth, SINGLETRAC and the SINGLETRAC logo are trademarks of SINGLETRAC Entertainment Technologies, Inc. PlayStation and the "PlayStation" logo are trademarks of Sony Computer Entertainment, Inc. Published and distributed by GT Interactive Software Corp. The GT and the GTGames logos are trademarks and the GT logo is a registered trademark of GT Interactive Software Corp. All other trademarks are the property of their respective companies.

Feeling A Little Behind The Times?

Call Now!

1-900-PRE-VIEW

$1.95/minute

Finally there's an instant way to get the latest gaming information and interact with the game editors at *EGM* & *EGM*²
without using snail mail or the Internet!

- **LATEST NEWS & GAMING GOSSIP**
  Listen to the Q-Mann for the hottest news in the industry!
- **REVIEW CREW**
  EGM's Review Crew cuts loose with their trademark no-holds-barred reviews!
- **SPEAK YOUR MIND**
  Tell us your reviews or strategies, then read 'em online—or maybe even in the next *EGM* and *EGM*²!
- **COMING SOON**
  Be first to unearth the next big thing in *EGM* and *EGM*²!

EGM²

ELECTRONIC GAMING MONTHLY

Be sure to get your parents' permission to use *EGM*'s Talkline if you are under 18 years of age. Make sure you have a touch-tone phone. Messages subject to change without notice. A service of *EGM* and *EGM*².

Official U.S. PlayStation Magazine

ZIFF-DAVIS INC.

CHAIRMAN AND CEO Eric Hippeau

President	Ronni Sonnenberg
President, U.S. Publications	Claude Sheer
President, Interactive Media and Development Group	Jeffrey Ballowe
President, ZD Brand and Market Group	Terri Holbrooke
President, Computer Intelligence	Bob Brown
President, Training and Support Publishing Group	William Rosenthal
Vice President, Human Resources	Rayna Brown
Vice President, Information Systems	Steve Gladyszewski
Vice President, General Counsel and Secretary	J. Malcolm Morris
Vice President, Controller	Mark Moyer
Vice President, Chief Financial Officer	Timothy O'Brien
Vice President, Planning	Daryl R. Otte
Treasurer	Thomas L. Wright
U.S. Publications Group	
President, U.S. Publications	Claude Sheer
Executive Vice President	Lawrence C. Burstein
Executive Vice President	Don Byrnes
Executive Vice President	Jack Dolce
Executive Vice President	Al DiGuido
Executive Vice President	Thomas McGrade
Senior Vice President, Circulation	Baird Davis
Vice President, Central Advertising Sales	Bob Bader
Vice President	Chris Dobbrow
Vice President	John Dodge
Vice President, Production	Roger Herrmann
Vice President, Marketing Services	Jim Manning
Vice President	Michael J. Miller
Vice President	Nancy Newman
Vice President, Circulation Services	James F. Ramaley
Vice President	Paul Somerson
Vice President, Product Testing	Mark Van Name
Vice President	Sam Whitmore
Executive Director, Licensing	Gertrud Borchardt
Director, ZD Labs	Mark Hall
Director, Benchmark Operation	Bill Catchings
Interactive Media And Development Group	
President	Jeffrey Ballowe
Executive Vice President	David Shnaider
Executive Vice President, President, ZDNet	Daniel Rosenweig
Vice President, Editor in Chief, ZDNet	Daniel Farber
Vice President, ZDTV	Richard Fisher
Editorial Director, ZDTV	Jim Louderback
Vice President, General Manager ZDNet	James Savage
Editorial Director, New Products	Bill Machrone
ZD Brand and Market Group	
President, ZD Brand and Market Group	Terri Holbrooke
President, Computer Intelligence	Bob Brown
Vice President, ZD Brand	Herb Stern
Vice President, ZD Research	Elda Vale
Director, Corporate Relations	Gregory Jarboe
Executive Vice President, Corporate Sales	Joe Gillespie
Executive Director, Sales & Marketing	Mike Perkowski
Ziff-Davis Media Network Executive Directors	Jeff Bruce Scott Murphy
Managing Director	Rita Burke
Directors	Ken Beach Michael Bird Dan Daly Melinda Maginn
Associate Network Directors	Robin Kofsky Debbie Moss Julie Tuttle

Ziff-Davis Inc.,
A SOFTBANK Company

CAUTION: Cyber-Monster Conspiracy Uncovered

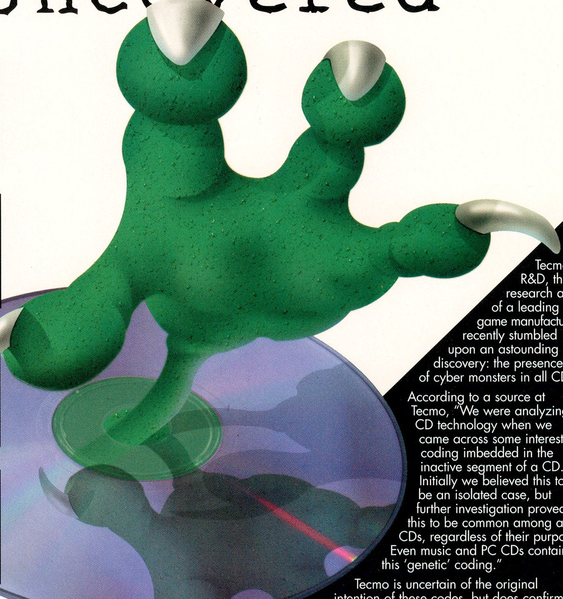
310/310
257/284
ENE70
12
ENE75
SLM-01
40%
43%
33
25

Plank
3pON
500
300
800
0
2240 G

Here is prize of this tournament.

138/196
44/92
Thorntop
12
ENE19
50%
58%
16
83

268/332
90/225
ENE71
ENE77
GLM-01
20%
64%
21
25



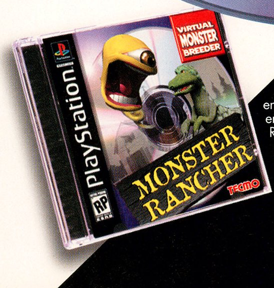
Tecmo R&D, the research arm of a leading game manufacturer, recently stumbled upon an astounding discovery: the presence of cyber monsters in all CDs.

According to a source at Tecmo, "We were analyzing CD technology when we came across some interesting coding imbedded in the inactive segment of a CD. Initially we believed this to be an isolated case, but further investigation proved this to be common among all CDs, regardless of their purpose. Even music and PC CDs contain this 'genetic' coding."

Tecmo is uncertain of the original intention of these codes, but does confirm that they mirror human genetic coding, and that every CD produced contains a unique set. It is rumored that CD manufacturers have conspired to imbed these hidden codes. An investigation is currently underway.

In order to facilitate further testing of the cyber creatures, Tecmo has developed a safe environment that can be reconstructed with the PlayStation™ console. The virtual environment allows the user to release these dormant 'cyber-monsters' into a controlled environment for testing. Insiders at Tecmo jokingly refer to the environment as the 'Monster Ranch,' and to themselves as 'Monster Ranchers.' The virtual environment has recently passed federal saftey guidelines, and will be available over-the-counter this fall.

"We don't want to alarm the public, but we do recommend caution when using any CD," a Tecmo spokesperson warned.


PlayStation
VIRTUAL MONSTER BREEDER
MONSTER RANCHER
TECMO
RP

Monster Rancher™ ©1997 Tecmo Ltd. TECMO® is a registered trademark of Tecmo, Inc. For additional information on this product, call 1-800-771-3772 for game rating information. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. TECMO 19260 S. Van Ness Avenue, Torrance, CA 90501. Phone (310)787-2900 Fax (310) 787-3131. Visit Tecmo at **www.tecmo.co.jp.**

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

InterAct Game Products

Obtain the latest codes from: www.gameshark.com•1.900.773.SHARK (Call costs $1.29/minute. You must be 18 years of age or have parent's permission to call.) Dangerous Waters Newsletter

GS™

GameShark

for men & women

be stronger

be faster

be dominant

be immortal

just be

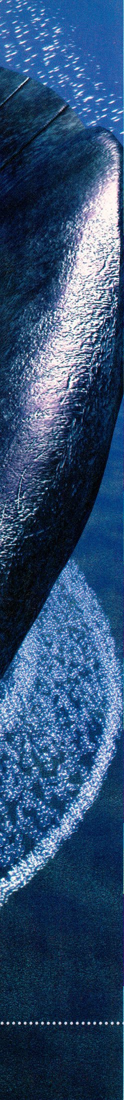
abuse the power™

(For more info call 410.238.1426)•Gaming Mags•GameShark available for PlayStation,™ Sega Saturn™ and Nintendo® 64. ©1997 InterAct Accessories, Inc. A RECOTON COMPANY. All rights reserved.

Critical Depth pg. 116

PlayStation™

contents



Build a Better System

Brent Butterworth, of *Home Theater Magazine*, reports on the ultimate Christmas wish list for PlayStation owners. 128

PlayStation Top 20

Not surprisingly, FFVII takes the top spot this month—but it's not just on the PS charts; it's the top game for *all* systems! 28

Cool Boarders 2

BOARDER
JUMP
TECHNIQUE
POWER
BALANCE
QUICKNESS
MAXSPEED

Master every trick in the Master Mode with our comprehensive 100-trick list, and learn how to earn all three hidden characters. 134

Polygon Magic

Our Japanese correspondent visits the offices of Polygon Magic, developers of T*HQ's new character-based fighter, Vs. 68

Cardinal SYN

Producer and Game Lord Chad Okata speaks about the development of this fighting game from Sony and Kronos. 58

PS news 18

Samsung announces a drastic price drop on their gxTV video game system, and the Rugrats head for the PS via T*HQ.

letters 22

Are our demo discs counterfeit? And what's the story with Resident Evil Director's Cut (the key word being *cut*)?

previews ....

demo disc

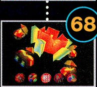
Star Wars: Masters of Teräs Käsi, Cardinal SYN and more. 32

U.S. previews

Duke Nukem, Spawn and Alundra are just some of the highlights. 47

international

We visit Polygon Magic and preview the unique Baby Universe. 68



reviews 72

Our crack review staff take their cracks (that's cracks, plural) at Crash 2, Nightmare Creatures, MK Mythologies and more.

PS strategy 134

Dave Malec assembles *the* authoritative list of Cool Boarders 2 tricks and secrets. We've got over 100 tricks!

tricks 140

More GameDay 98 Easter eggs, including some amusing snipes at their competition, plus codes for Madden 98 and Oddworld.

g.e.a.r. 144

Take a peek at the Limited-Edition Sony Suburban from GMC, and check out the newest figure to hit toyland—Lara Croft!

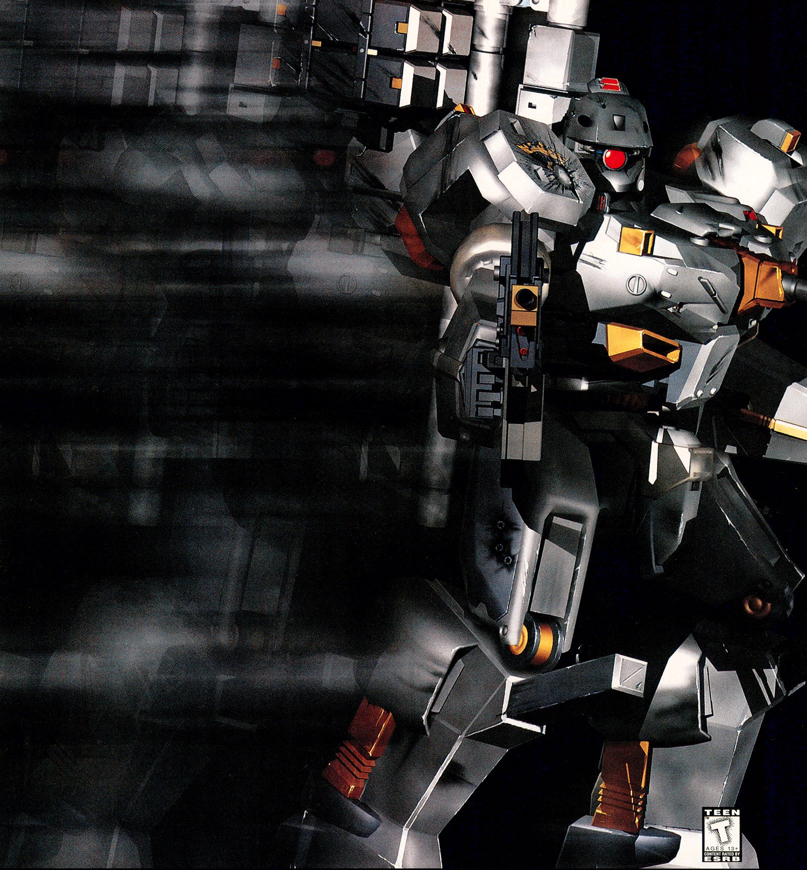
GET IN TOUCH WITH YOUR GUN-TOTING, TESTOSTERONE PUMPING, COLD-BLOODED MURDERING SIDE.

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Armored Core is a trademark of Sony Computer Entertainment America Inc. ©1997 From Software. **www.playstation.com**

PlayStation™

4137
MACHINE GUN
772/1000

ENERGY
7114
MISSION TIMER
04:37
MACHINE GUN


TEEN
T
AGES 13+
CONTENT RATED BY ESRB

- The fastest killing machines in the world.
- 45 lethal missions.
- Huge 3-D worlds.
- Customizable weapons and armor.
- One- or two-player combat.
- It's enough to excite any would-be assassin.

Armored Core™

PlayStation News

a monthly wrap-up of all the information for your favorite system

Stork to Deliver Rugrats

T*HQ announced that it inked a deal to create and publish games based on Nickelodeon's *Rugrats* series. The games will be distributed worldwide by the company for the PlayStation and are slated to hit stores some time in 1998. The development of the games will be handled by Orlando, Fla.-based n-Space Inc.

For those unfamiliar with the series, *Rugrats* follows the lives of a group of toddlers from their point of view—from the ankles up. The series has garnered numerous awards including an Emmy and a Cable Ace. A feature film based on the series is scheduled for a fall 1998 release. Now which company will be the first to announce a *South Park* game?

gxTV Hits a New Low

Lower prices for gamers on a budget

Have you been thinking about getting a television and sound system setup to complement your PlayStation gaming experience, but are held up by financial restraints? Well, Samsung announced that it is lowering the MSRP of its gxTV to $229 from its previous $299. Additionally, Samsung is also offering a $30 rebate for consumers so that the price is lowered even further to $199. The rebate is valid for gxTVs that are purchased before Jan. 15, 1998.

The gxTV has been around for a while now and has won many fans due to its convenient design and powerful sound system. One thing to keep in mind though is that the screen measures 13" diagonally which is fairly small for gamers who like to play large. It is a nice size for a personal game television in a bedroom and caters to gameplayers who like to sit next to their sets. If this sounds good to you, you can find the gxTV at Best Buy, Electronics Boutique, FuncoLand, Kay-Bee Toys, Toys 'R' Us and other regional retailers.

Delays

Midway has announced that the PlayStation versions of its popular 3-D fighter Mace: the Dark Age will be pushed back to January 1998. The arcade racer San Francisco Rush has likewise been moved to a February 1998 release. Finally, the Wayne Gretzky Hockey release date has slipped to January 1998. In brighter Midway news, the company has acquired the rights to publish Micro Machines from Codemasters. The game is slated for an undetermined slot in the 1998 calender.

Building Bridges Across the Pacific

Bandai and Crystal Dynamics reach an agreement

This story first started over a year ago when Bandai published the Japanese version of Pandemonium! which they renamed Magical Hoppers and dramatically altered the character designs. Apparently, that union was successful enough for the two companies to come to an agreement granting the Japanese toy giant the exclusive rights to publish and distribute both Pandemonium! 2 and Gex: Enter the Gecko. Gex will get a bit of a graphic alteration which could be similar to the one he got when the 3DO version of Gex was released in Japan. (Has anyone besides me seen these ads?) Gex was given bigger eyes and seemed a bit more wacky and cuddly. Pandemonium! 2 will probably get a reworking as well, but it remains to be seen whether the same designs used in Magical Hoppers will return. The games are expected for release in Japan in 1998.

"Winner! Best PlayStation™ Game at E3."

-GAMEPEN

"...unique gameplay and killer graphics that will rocket it straight into the PlayStation™ hall of fame."

-GAMEPRO

"...positively oozes high production values... This one's going to be big!"

-GAMEFAN

"...a rarity in today's sequel-studded market: a completely fresh idea."

-P.S.X.

"...one of the coolest games I've ever seen..."

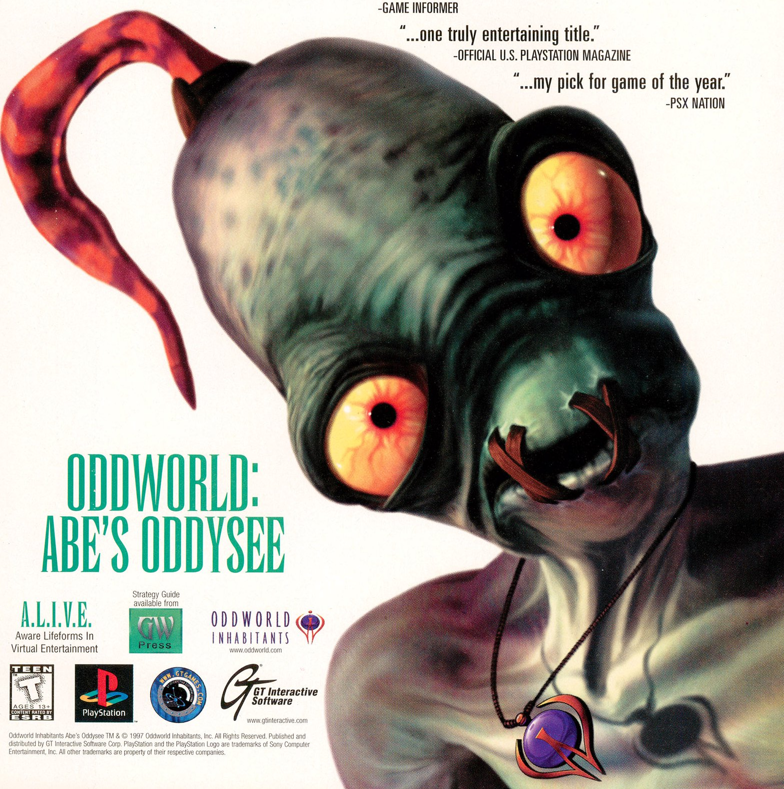
-GAME INFORMER

"...one truly entertaining title."

-OFFICIAL U.S. PLAYSTATION MAGAZINE

"...my pick for game of the year."

-PSX NATION



ODDWORLD: ABE'S ODDYSEE

A.L.I.V.E.
Aware Lifeforms In
Virtual Entertainment

Strategy Guide
available from
GW Press

ODDWORLD
INHABITANTS
www.oddworld.com

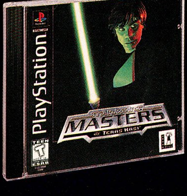
TEEN
AGES 13+
CONTENT RATED BY
ESRB

PlayStation™

WWW.GTGAMES.COM

GT Interactive Software
www.gtinteractive.com

Oddworld Inhabitants Abe's Oddysee TM & © 1997 Oddworld Inhabitants, Inc. All Rights Reserved. Published and distributed by GT Interactive Software Corp. PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment, Inc. All other trademarks are property of their respective companies.



Presenting Masters of Teräs Käsi, an all-out fighting frenzy featuring 9 *Star Wars* characters and introducing a new villain masterfully trained in the ancient martial art of teräs käsi. Battle through 9 action-packed arenas. Engage in weapon-to-weapon or hand-to-hand combat. Wield lightsabers, blasters, flame throwers and battle axes to engage in the ultimate conflict. Heck, even the Empire never struck back this hard. www.lucasarts.com

PlayStation ™

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

®, ™ & © 1997 Lucasfilm Ltd. and LucasArts Entertainment Company. All Rights Reserved. *Star Wars* and the LucasArts logo are registered trademarks, and Masters of Teräs Käsi is a trademark of Lucasfilm Ltd., used under authorization. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

ARDEN LYN
PRINCESS LEIA

LUKE SKYWALKER
HOAR

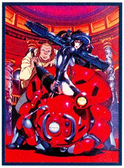
THE GALAXY IS FAR, FAR AWAY. THE FIGHTING IS UP CLOSE AND PERSONAL.

STAR WARS
MASTERS
OF TERÄS KÄSI™

HAN SOLO
BOBA FETT

LUKE SKYWALKER
ARDEN LYN

LUCAS Arts



Hi. I just picked up your first issue of the *Official U.S. PlayStation Magazine* and it's a great mag! But I must confess that the sole reason I picked it up was for the article on GHOST IN THE SHELL and the pictures! I am a huge Masune Shirow fan and get anything with his work in it! Ironically I don't even own a PlayStation (I will now for this game). Thank you guys and keep up the good work!!!!!!!
1ZUKUSS@aol.com

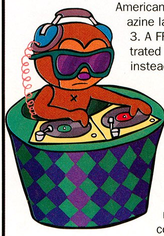
We're glad you liked it. We're sure Shirow-san is also smiling and is glad you like his work too.

OPM Hit List

Dear *OPM*,

I picked up your charter issue not expecting very much aside from the demo disc (which, BTW, was worth the price of admission alone–how do I go about getting COOL in Parappa?). However, I was pleasantly surprised by what was between the covers as well. The things that impress me about your magazine are:

1. The level of writing is more professional than other console magazines. Your writers exercise admirable restraint in the use of school-yard idioms rampant in other publications. Your reporting is consistent, composed and relatively free of sensationalism.
2. The use of Japanese cover art, the interviews with voice actors and the several pages covering Japanese games and paraphernalia seem to indicate that you are pretty clued into the PSX demographic. I was afraid that an "official" publication would pander to middle-American tastes, but your magazine laid that fear to rest.
3. A FF7 guide that concentrated on the secrets instead of wasting pages belaboring the obvious, as in another PS magazine I picked up the same day.
4. Your editor in chief has a Japanese name. As an anime and import game collector, I hope this means that you'll continue to offer more.



However, it would be too generous of me to lavish praise without also suggesting ways in which your magazine can serve me better. I'm the seemingly rare sort of console gamer that likes to read a lot of text in his magazines. I used to read PC game magazines that often have five or more densely packed pages of text devoted to each feature game review, detailing many points that are important to a prospective buyer. I miss that depth of coverage in my console monthlies, and, unlike the 16-Bit days, next generation games are becoming sophisticated enough that they are deserving of such. I look forward to the day I can read a 10-page critique of the flight model, controls, weapons system, campaign engine and enemy and wingman AI of Ace Combat 3 in *OPM*. Well, maybe not that extreme...
Phat H Tran

Unfortunately, you can't get "Cool" on the demo. In the full version, you can only earn "Cool" by beating the stage first, then going back and busting some freestyle action. The editor thanks you for your trust in his name and will keep others like yourself happy with next month's feature story on young girls in sailor school uniforms who sing karaoke while being attacked by tentacle monsters who ave been sleeping under Neo-Tokyo which, by the way, is about to explode!

International Interest

Dear *OPM*,

I would like to express my strong interest in the game Baby Universe—a kaleidoscope-like program with stunning graphics which react to music, available only in Japan. I have read that it isn't being released in the U.S., but this is a shame given Americans' strong support for the graphics power of the PlayStation over other consoles....I think it would be a hit given the large interest in titles which break the typical fighter-shooter-jumper-driver formula....PaRappa the Rapper's success is a great example.

Why not try a demo of it on your monthly CD and see what the response is. Please give titles such as Baby Universe (and others like it) a chance—I for one believe the graphics on the PlayStation really excel and should be shown off.

Thank you,
biotek@fortwayne.infi.net

We like Baby Universe a lot as well. We often use it around the offices as sort of a musical fireplace in our televisions.

3D-Kaleidoscope
BABY UNIVERSE

we want your input!

How do you like the mag? What about the design? Are we leaving anything out? Let us know!
To get special attention as far as design and content issues go, label your Letters or e-mails with the heading: *PlayStation Magazine* suggestions c/o the *Official U.S. PlayStation Magazine* at the addresses on the next letters page.
We can't wait to hear from you.

OPEN ALL NIGHT. No QUARTERS NEEDED.

PlayStation
PlayStation
NTSC U/C
PlayStation
ARCADE'S GREATEST HITS™ / THE MIDWAY® COLLECTION 2
JOUST 2 SURVIVAL of the FITTEST
SPLAT!
BurgerTime
BLASTER
MIDWAY PRESENTS
ARCADE'S GREATEST HITS
THE MIDWAY® COLLECTION 2
Moon Patrol
Root Beer TAPPER
SPY HUNTER
MIDWAY
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

TOGETHER FOR THE FIRST TIME!

Blaster,™ BurgerTime,™ Joust® 2, Moon Patrol,™ Root Beer Tapper,™ Splat™ and Spy Hunter.™

PlayStation

MIDWAY

www.midway.com

JOUST®2©1986, SPLAT™©1982, BLASTER™©1983, SPY HUNTER™©1983 AND TAPPER™©1983 MIDWAY GAMES INC. ALL RIGHTS RESERVED. MIDWAY, JOUST, MOON PATROL, BLASTER, SPLAT, SPY HUNTER AND TAPPER ARE TRADEMARKS OF MIDWAY GAMES INC. BURGERTIME™©1982 DATA EAST USA, INC. ALL RIGHTS RESERVED. USED UNDER LICENSE. MOON PATROL©1982 IREM CORPORATION. ALL RIGHTS RESERVED. USED UNDER LICENSE. COMPILATION ©1997 MIDWAY HOME ENTERTAINMENT INC. CONVERTED BY DIGITAL ECLIPSE SOFTWARE, INC. DISTRIBUTED BY MIDWAY HOME ENTERTAINMENT INC. UNDER LICENSE. PLAYSTATION AND THE PLAYSTATION LOGOS ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC.

Letters

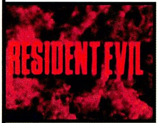
You write us and here we respond

Your chance to speak your peace

Did you buy a copy of our magazine which did not contain a demo CD? Simply send the receipt with the name of the store plus your phone number and address and we will send you the disc. Make sure you specify which month the corresponding disc belongs to to ensure you get the right one.

Also, if you have a malfunctioning or nonworking demo disk, simply write us and we will send you an envelope so you can send us the bad disc back. Upon receiving the defective CD, we will ship out the replacement disc right away.

The Unkindest Cut



Dear *OPM*,

I happened to pick up the *Official U.S. PlayStation Magazine* and overall I love it, but I found a certain advertisement somewhat disturbing. The Resident Evil Director's Cut ad says, "the uncensored, blah, blah, blah." From what I understand, a graphic intro scene has been cut out of the U.S. version. Isn't that censorship? Isn't that kind of false advertising illegal? Either way, it seemed like the wrong thing to say to me.

landau@cshore.com

The official word from Capcom is that RE:DC was supposed to have all the missing cinemas from the Japanese version of the game. During the approval process, Sony rejected the intro due to a single line of copyright information which needed to be removed. Instead of removing that line of text, Capcom of Japan switched out the Japanese uncensored cinema with the censored U.S. cinema. They also proceeded to revert the rest of the game to the domestic version. When the game was resubmitted, Sony saw that the line of copyright was gone and approved the game. By the time Capcom of America noticed the changes, it was too late. In response, Capcom has put the missing footage on their Web site and has offered anyone dissatisfied with RE:DC a refund on the game.

Vibration Depravation

Dear *OPM*,

Hello! Can you give me some advice? I bought an analog controller. The model number is SCPH-1180u/94054. I tested it with Tobal No. 2, but I can't feel any vibration. Someone said it may be the analog controller without vibration. If you get any information, please tell me! Thanks for your help!

royhung@net.polyu.edu.hk

The Japanese models of the analog controller had vibrating feedback (model number 1150), but domestic versions were not equipped with that function.

Dazed and Discoriented

Dear *PlayStation Magazine*,

On Oct. 4, I purchased the premiere issue of the *Official U.S. PlayStation Magazine* with a demo disc at Waldenbooks. I love your magazine but the demo disc is a fake because when I look at the disc, one side looks real, and when I look at the back of the disc all I see is a black back, no silver color like the front. So please explain why are you sending the premiere issue with a fake disc to stores. If you can please send me a REAL DEMO DISC maybe I will start subscribing to *PlayStation Magazine* with the demo disc. I am holding a subscription mailing card until *PlayStation Magazine* sends me a REAL DEMO DISC. If you have any questions please e-mail back to me.

Don Koym
Katy, Texas

◀front
PlayStation
Demo Disc
back▶

Hello Don,

The demo included with the mag is for use on your PlayStation which plays games with black bottoms. We assume you mistook it for a PC demo disc or have not noticed that all your PS games have black underbellies.

3 ways to reach us

snail mail:

PlayStation Magazine
1920 Highland Ave.
Lombard, IL 60148

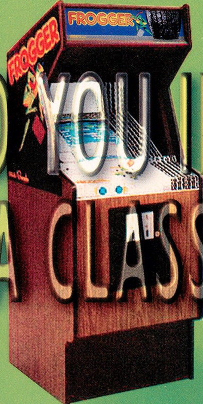
fax:

If you need to reach us now
630 916 7227

e-mail:

If you need to reach us even sooner
wataru_maruyama@zd.com

HOW DO YOU IMPROVE ON A CLASSIC?



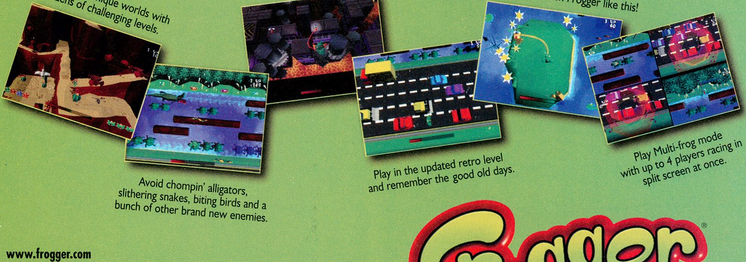
TWO WORDS:

MORE STUFF

Nine wildly unique worlds with dozens of challenging levels.

Take on desert caverns, sky levels, sewer worlds and a whole lot more.

Stay alive with all new Super Powers–Heat-seeking tongue, Power Croak and Super Jump. You've never seen Frogger like this!



Avoid chompin' alligators, slithering snakes, biting birds and a bunch of other brand new enemies.

Play in the updated retro level and remember the good old days.

Play Multi-frog mode with up to 4 players racing in split screen at once.

www.frogger.com

HASBRO Interactive™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

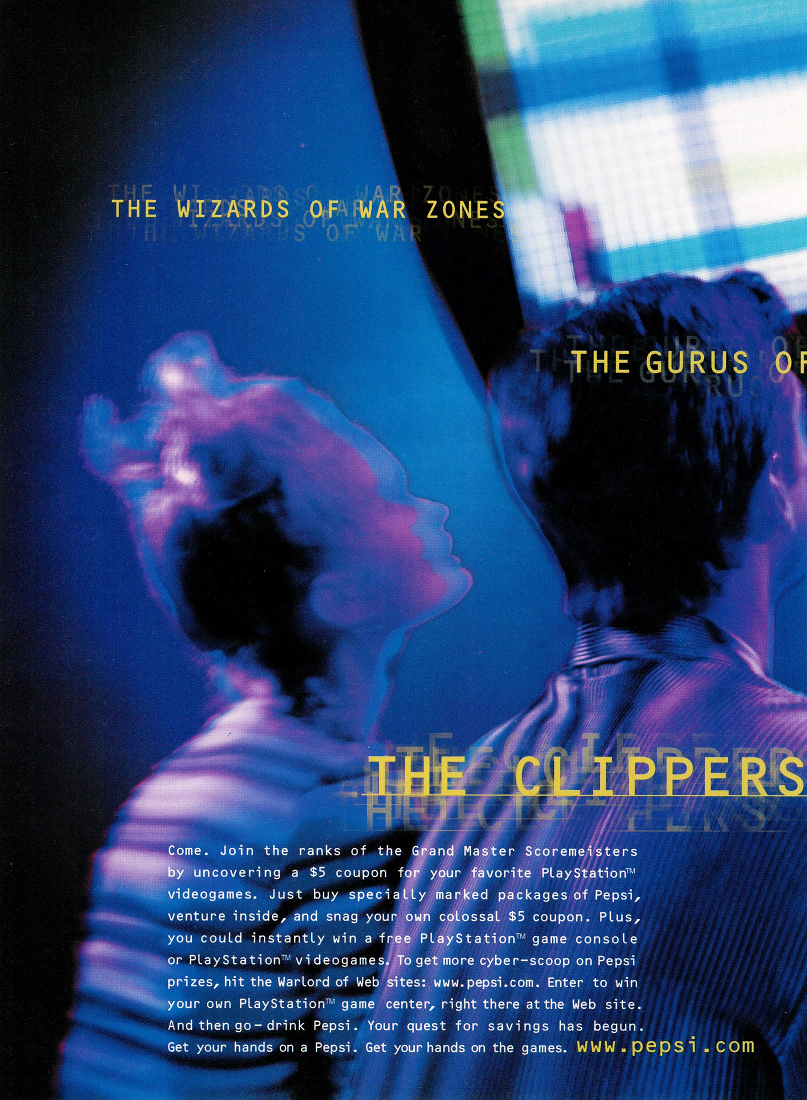
PlayStation™

CD-ROM WIN.95

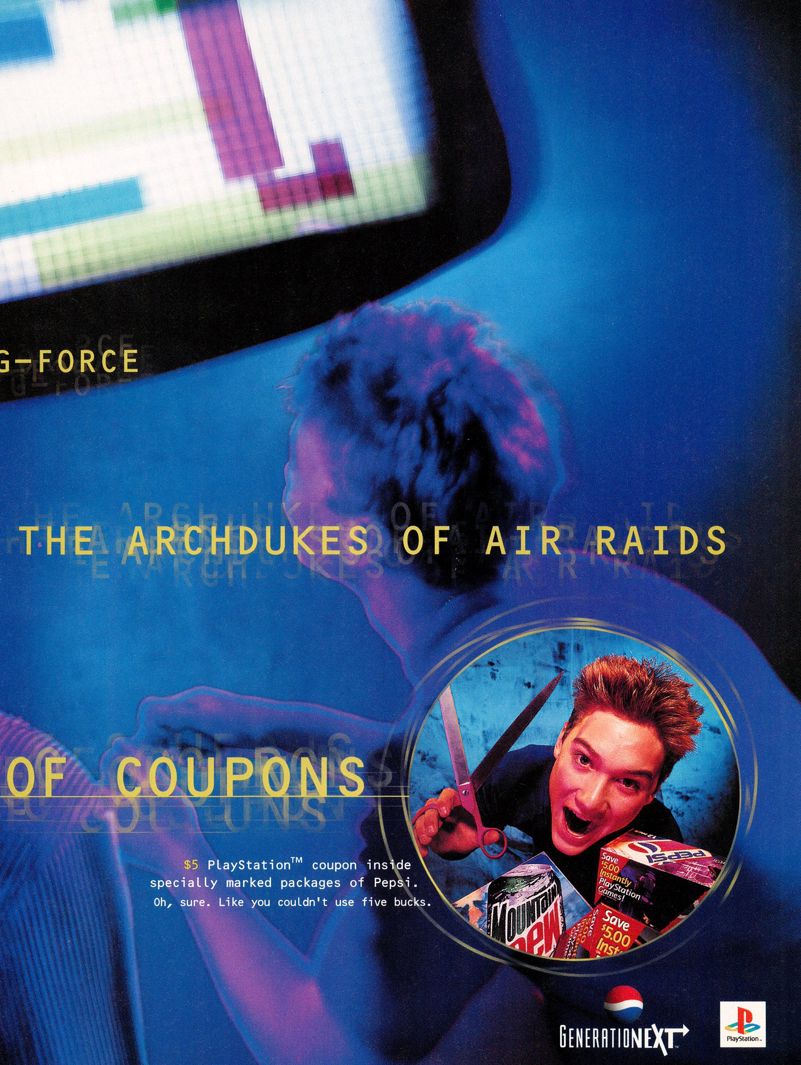
Frogger®

Revived, rebuilt and ready to hop.

©1997 Hasbro Interactive, Inc. Frogger is a trademark of Konami Co., Ltd. ©1981 Konami. All Rights Reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Windows and Windows95 are trademarks of Microsoft Corporation. The ratings icon is a trademark of the Interactive Digital Software Association.



Come. Join the ranks of the Grand Master Scoremeisters by uncovering a $5 coupon for your favorite PlayStation™ videogames. Just buy specially marked packages of Pepsi, venture inside, and snag your own colossal $5 coupon. Plus, you could instantly win a free PlayStation™ game console or PlayStation™ videogames. To get more cyber-scoop on Pepsi prizes, hit the Warlord of Web sites: www.pepsi.com. Enter to win your own PlayStation™ game center, right there at the Web site. And then go – drink Pepsi. Your quest for savings has begun. Get your hands on a Pepsi. Get your hands on the games. www.pepsi.com


G-FORCE
THE ARCHDUKES OF AIR RAIDS
OF COUPONS
Save $5.00 Instantly PlayStation Games!
PEPSI
Mountain Dew
Save $5.00 Inst
GENERATIONNEXT
PlayStation

$5 PlayStation™ coupon inside
specially marked packages of Pepsi.
Oh, sure. Like you couldn't use five bucks.

NO PURCHASE NECESSARY TO WIN PRIZES. SEE OFFICIAL RULES FOR COMPLETE DETAILS. PEPSI, PEPSI-COLA, MOUNTAIN DEW, GENERATION NEXT and the Pepsi Globe design are trademarks of PepsiCo, Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

PlayStation Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

1 Final Fantasy VII

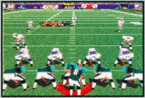
Publisher: Sony **Last Month: —**
Genre: RPG **Release Date: Aug 1997**

Not surprisingly, Sony's long-awaited role-playing game debuts at number one. It's not a record, but for an RPG its sales numbers are off the charts.

NEW

2 NFL GameDay 98

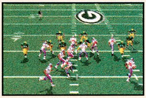
Publisher: Sony **Last Month: 4**
Genre: Sports **Release Date: Aug 1997**



Sony muscles Madden down a notch as the most epic battle in console history continues. The sales numbers indicate that it's really just a matter of preference.

3 Madden NFL 98

Publisher: Electronic Arts **Last Month: 2**
Genre: Sports **Release Date: Aug 1997**



Still holding strong at number three, Madden holds out as one of the most realistic football sims ever seen on a home console.

4 The Lost World: Jurassic Park

Publisher: Electronic Arts **Last Month: 16**
Genre: Platform **Release Date: Aug 1997**

Up an impressive 12 slots from last month, Spielberg's incredible-looking cast of dinosaurs shows that nice graphics and a hot movie license can go a long way.

5 NASCAR 98

Publisher: Electronic Arts **Last Month: —**
Genre: Racing **Release Date: Sept 1997**

With a solid debut at number five, EA Sports picks up where Andretti Racing left off, providing one of the most realistic racing sims to date.

NEW

6 Crash Bandicoot

Publisher: Sony **Last Month: 13**
Genre: Platform **Release Date: Sept 1996**

Sony's unofficial mascot jumps seven spots, perhaps in anticipation of the release of Crash Bandicoot 2 in the coming months.

7 NCAA Football 98

Publisher: Electronic Arts **Last Month: 1**
Genre: Sports **Release Date: Aug 1997**

Falling from last month's position at number one, NCAA Football makes way for real college ball as the NCAA season settles in.

8 Jet Moto

Publisher: Sony **Last Month: 11**
Genre: Racing **Release Date: Nov 1996**

Up three spots from last month, Jet Moto is bouncing around a bit in the countdown. Its recent surge may also be due to an upcoming sequel.

9 Oddworld: Abe's Oddysee

Publisher: GT **Last Month: —**
Genre: Puzzle **Release Date: Sept 1997**

Debuting at a respectable ninth place, Abe battles Sligs, Slogs and some frustrating bugs to avoid being turned into sausage.

NEW

10 Resident Evil: Director's Cut

Publisher: Capcom **Last Month: —**
Genre: Adventure **Release Date: Sept 1997**

Director's Cut managed to snag the 10th slot on this month's countdown before news of its still-censored footage spread.

NEW

11 NHL 98

Publisher: Electronic Arts **Last Month: —**
Genre: Sports **Release Date: Sept 1997**

Debuting at number 11, NHL 98 is already enjoying the success of its predecessors. And Sony's NHL FaceOff 98 is nowhere to be found.

NEW

12 Twisted Metal

Publisher: Sony **Last Month: 10**
Genre: Action **Release Date: Nov 1995**

Dropping two spots from last month, Twisted Metal's still holding on to its impressive sales numbers. Two years old and still on the charts!

Send your votes for the readers' 10 most wanted games to:
Official PlayStation Magazine
Attn: Readers' 10 Most Wanted
1920 Highland Ave.
Lombard, IL 60148
or e-mail us at: bob_conlon@zd.com

13 Triple Play 98

Publisher: Electronic Arts **Last Month:** 3
Genre: Sports **Release Date:** May 1997

Dropping a disappointing 10 slots, Triple Play 98 is still going strong at number 13. Apparently, though, the boys of summer have gone.

14 Tekken 2

Publisher: Namco **Last Month:** 12
Genre: Fighting **Release Date:** Aug 1996

You won't be likely to see this one drop out of the Top 20 until Tekken 3 is released. Now, if we only knew when that would be...

15 Twisted Metal 2

Publisher: Sony **Last Month:** 6
Genre: Action **Release Date:** Nov 1996

Apparently, the original Twisted Metal is showing longer legs than its sequel. Still, number 15 a year after release is nothing to sneeze at.

16 MLB 98

Publisher: Sony **Last Month:** 7
Genre: Sports **Release Date:** July 1997

Football games have risen and, like Triple Play, this baseball game has fallen. It's amazing how game sales fluctuate depending on the season.

17 Need for Speed II

Publisher: Electronic Arts **Last Month:** 8
Genre: Racing **Release Date:** Mar 1997

Need for Speed II may be dropping to make way for its successor, Need for Speed V-Rally. The question is, will V-Rally stand up to the challenge?

18 Jampack Vol. 1

Publisher: Sony **Last Month:** 5
Genre: Compilation **Release Date:** July 1997

Dropping a dramatic 13 spots from last month, Jampack's position makes one wonder where PlayStation owners are getting their demo fix...?

19 Tekken

Publisher: Namco **Last Month:** —
Genre: Fighting **Release Date:** Nov 1995

Returning from a long absence, the original Tekken is one of the games that showed people what the PlayStation could really do.

20 Test Drive: Off-Road

Publisher: Accolade **Last Month:** —
Genre: Racing **Release Date:** Mar 1997

The first racer to allow players to drive a hummer, Off-Road offers other unusual vehicles. But just wait 'til you see Test Drive 4!

**Source: NPD TRSTS Video Games, Sept. 3-30, 1997
Call them at (516) 625-0700 for questions regarding this list.
Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Game descriptions are written by the *OPM* staff. Overall sales figures may vary.**

10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Resident Evil 2** It looks like Capcom is sticking to their January release date...
2. **X-Men vs. Street Fighter** Nothing official has been announced, but we'll keep hoping.
3. **Star Wars: Masters of Teräs Käsi** Check out this month's demo for a small taste.
4. **Atari Classics Vol. 2** What an incredible collection! Four-player Gauntlet, anyone?
5. **Tekken 3** We've still not received anything playable. What's holding it up?
6. **PaRappa 2** No details yet, but the ending for the first game has whet everyone's appetites.
7. **Tomb Raider 2** Even though it's basically more of the same, this one's a no-brainer.
8. **Metal Gear Solid** The most popular game that no one's actually seen.
9. **Final Fantasy VIII** Hey, we can dream, can't we?
10. **Twisted Metal 3** Other mags have denied its existence, but it is definitely in development.

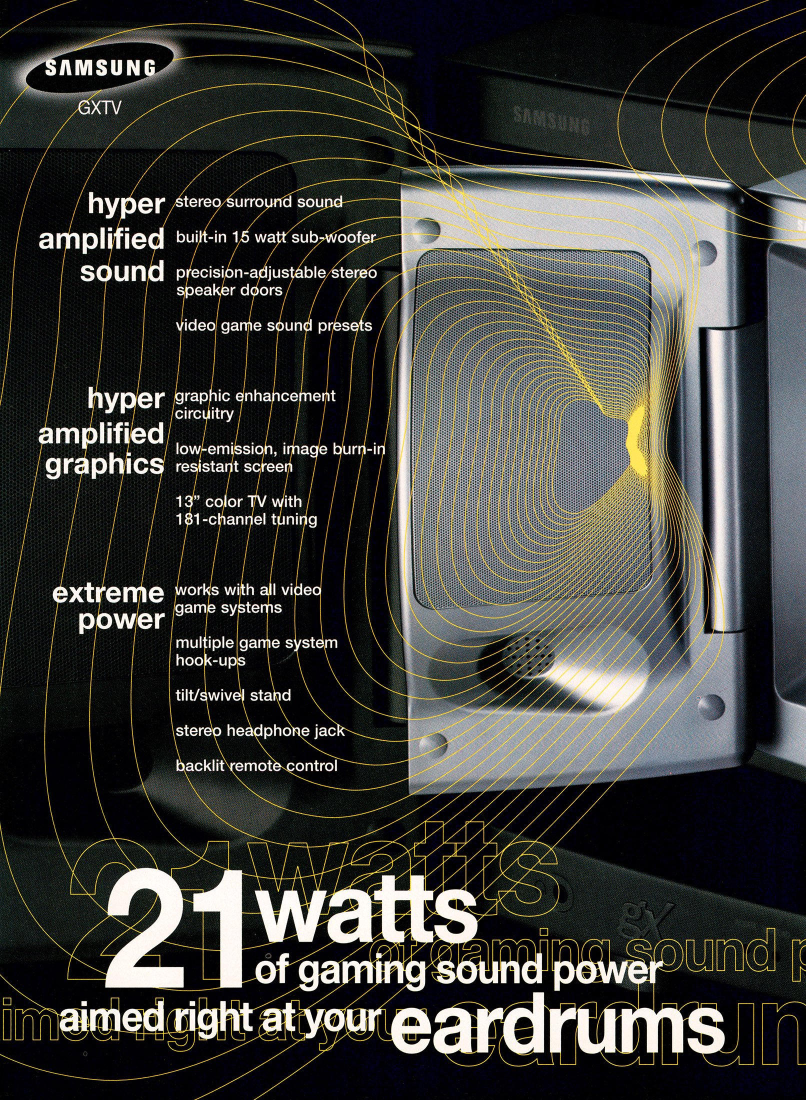
Editors' Top 10

What we've been playing instead of working

1. **Star Wars: Masters of Teräs Käsi** What can we say, it's a Star Wars game!
2. **Moto Racer** It's only growing in popularity as more competition ensues.
3. **G Police** Psygnosis' take on flight sims has us yelling "Friendly fire isn't!"
4. **Cool Boarders 2** Dave "Mad Dog" Malec actually broke a controller with this one.
5. **Nuclear Strike** We've never had more fun blowing up innocent villagers.
6. **Final Fantasy VII** Art director Bob Conlon has been monopolizing this one lately.
7. **Crash Bandicoot 2** We really spend most of our time just staring at the cool 3-D cover.
8. **Dead or Alive** Wat says the law of gravity has never looked so good.
9. **Ultima Online** "Huh? Is it morning already? Do I have to go to work now?"
10. **NFL GameDay 98** Still the football game of choice for intraoffice competition.

SAMSUNG

GXTV



hyper amplified sound
- stereo surround sound
- built-in 15 watt sub-woofer
- precision-adjustable stereo speaker doors
- video game sound presets

hyper amplified graphics
- graphic enhancement circuitry
- low-emission, image burn-in resistant screen
- 13" color TV with 181-channel tuning

extreme power
- works with all video game systems
- multiple game system hook-ups
- tilt/swivel stand
- stereo headphone jack
- backlit remote control

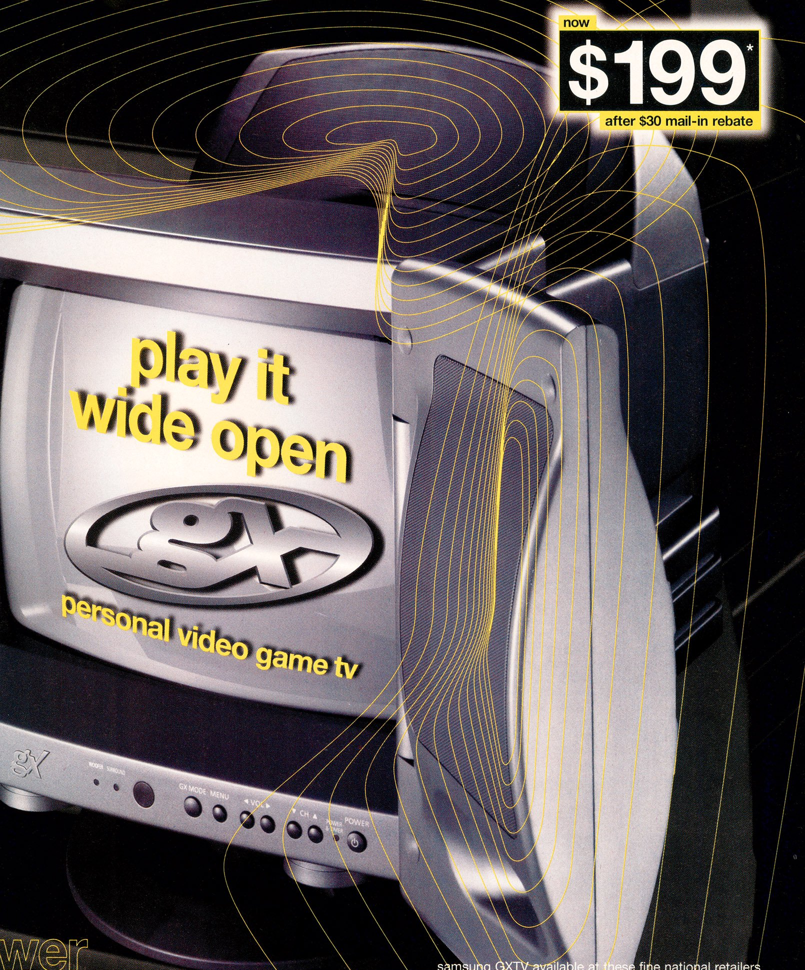
21 watts of gaming sound power aimed right at your eardrums

21 watts
of gaming sound p
imed right at your eardrun

now

$199*

after $30 mail-in rebate


play it
wide open
gx
personal video game tv
gX
WOOFER
SURROUND
GX MODE
MENU
◀ VOL ▶
▼ CH ▲
POWER & TIMER
POWER
wer
S

samsung GXTV available at these fine national retailers

BEST BUY	electronics EB boutique	FuncoLand America's Place to Shop for Video Games	K·B toy works	TOYS"R"US

for more information on the GXTV (model GXE1395), call 1 800 SO SIMPLE or visit http://gxtv.sosimple.com/

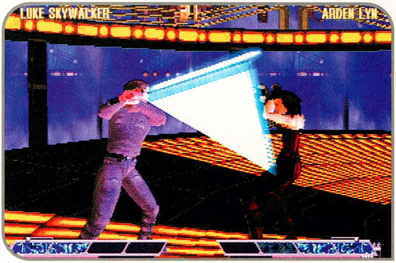
* estimated selling price is $229 before $30 mail-in rebate. actual dealer price may vary.

offer valid on purchases between Oct. 1, 1997 and Jan. 15, 1998.

©1997 Samsung Electronics America, Inc. All other trademarks are the property of their respective owners. Ad: Arnell Group

Star Wars: Masters of Teräs Käsi

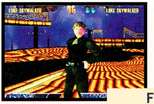
"I'd sooner punch a Wookiee!"



As we slowly move toward the release of the *Star Wars* prequels, LucasArts is readying the latest installment in a long line of *Star Wars*-licensed titles. Masters of Teräs Käsi is a fighting game, pure and simple, but it does have some interesting twists.

This demo includes only two playable characters. The first is Arden Lyn, the mysterious disciple of the strange martial arts discipline, Teräs Käsi. She is armed with a formidable array of hand-to-hand attacks, as well as a high-powered laser with which she can inflict serious damage on her opponent.

The other playable character is none other than Luke Skywalker, sporting either his Dagobah fatigues or his spiffy black Jedi jumpsuit. He begins the match armed only with his fists, but hit R2 (the button, not the droid) and out comes his trusty lightsaber (colored appropriately for each outfit, of course). Armed with this weapon, Luke has a bit more reach than before, and a few spectacular attacks. For example, a quarter-circle from Down to Forward, followed by the Triangle button, will perform a fancy figure-eight swing which can land multiple hits on the opponent. A quarter-circle from Down to Back, followed once again by the Triangle, will perform a powerful double sweep with the lightsaber.



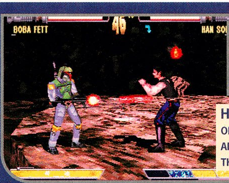
LUKE SKYWALKER
ARDEN LYN

Of course, all of this is enhanced by the use of the familiar characters and locations—not to mention the instantly recognizable soundtrack. The two arenas found in this demo are a desert landscape, apparently from Luke's home planet of Tatooine, and what appears to be Bespin's Carbon Freezing Chamber. The fighting platforms are limited in dimension, which means that ring-outs are a valid (albeit cheap) way of winning a match.

FIGHT WITH WEAPONS OR HAND-TO-HAND.

Locations in the final release will include the frozen wastelands of Hoth (complete with diving Snow Speeders), a docking platform on the forest moon of Endor (with an AT-AT lumbering through the background), and even the swamps of Dagobah, where R2-D2 can be seen scurrying around in the background.

Be warned: The AI in this demo is extremely tough, more so than in later versions of the game. Controls and movement are also more sluggish than they will be in the final release. Meanwhile, check out these two shots that you *won't* find on the disc. We'll be doing a full preview next month, so stay tuned!



HERE'S A TASTE OF OTHER LEVELS AND CHARACTERS THE GAME OFFERS.

ARDEN LYN
LUKE SKYWALKER

up	jump
right punch	△
down	crouch
right kick	○
left	move left
left punch	□
right	move right
left kick	✕
R1	not used
dodge	L1
R2	draw weapon
dodge	L2

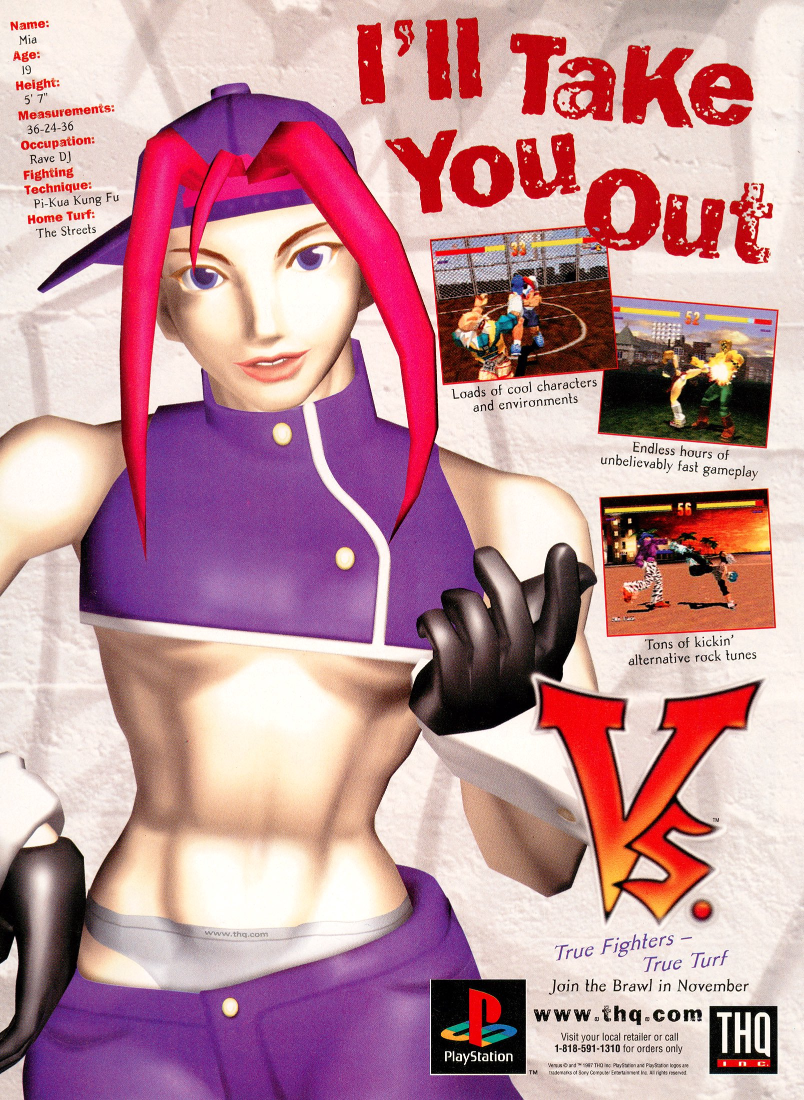
Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the *Official PlayStation Magazine* that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	100%	Now	LucasArts	LucasArts



Name:
Mia
Age:
19
Height:
5' 7"
Measurements:
36-24-36
Occupation:
Rave DJ
Fighting Technique:
Pi-Kua Kung Fu
Home Turf:
The Streets

Loads of cool characters and environments

Endless hours of unbelievably fast gameplay

Tons of kickin' alternative rock tunes

True Fighters – True Turf

Join the Brawl in November

www.thq.com

Visit your local retailer or call
1-818-591-1310 for orders only

Versus © and ™ 1997 THQ Inc. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. All rights reserved.

Bushido Blade

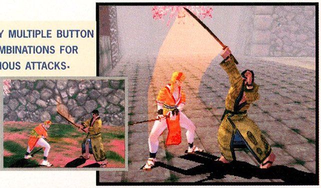
A cut above the competition

While Squaresoft's first fighter, Tobal No.1, was hailed as original, the company's follow-up, Bushido Blade, is nothing short of revolutionary. Published in the U.S. by Sony, the game chucks popular fighting conventions, such as rounds, health bars and super meters, out the window. Instead, it is a true sword fighting simulator. Duels can last five seconds or five minutes, depending on the player's skill. Similarly, fights can end with a single well-placed blow or degenerate into a grueling bloodbath.

After discovering the sword fighting school you recently enrolled in is really a training compound for assassins, you decide to make your escape across the grounds of a neighboring mansion. Your former classmates, however, follow in close pursuit. Have you learned enough during your brief stay at the school to survive?

While Bushido Blade's roster of characters is comparatively small, the wide range of selectable weapons makes up for this shortcoming.

TRY MULTIPLE BUTTON COMBINATIONS FOR VICIOUS ATTACKS.



up	move left
high attack	△
down	move right
mid attack	○
left	backward
parry	□
right	forward
low attack	✕
R1	raise weapon
run	L1
R2	lower weapon
not used	L2

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	100%	Now	Sony	Light Weight

Vs.

Fighting with character

up	not used
punch/kick	△
down	crouch
kick	○
left	move left
special move/dodge	□
right	move right
punch	✕
R1	not used
not used	L1
R2	not used
not used	L2

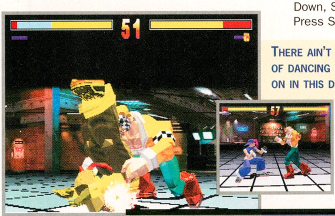
Those of you who picked up the premiere issue of *OPM* may recall our epic battle with the lovely Mia. Now you, too, can get your butt whipped by Mia (or at least the character she inspired) in this playable Vs. demo.

Featuring character designs by former Marvel artist Kurtis Fujita and a smokin' soundtrack including such emerging rock bands as Razed in Black and Los Infernos, Vs. thrusts the player into the middle of an urban war zone, where rival gangs are grappling for control of the city. Vs.' 16 characters, each of whom belong to one of four different gangs, duke it out at 60 fps using a variety of real-world fighting styles.

While you're wailing away on the Kick and Punch buttons, don't forget about the Square button. When pressed in combination with Up or Down, Square allows your character to sidestep. Press Square and Forward, and your character will run, allowing you to perform sliding tackles. Use the directional pad and Triangle to perform throws.

Two items in this demo deserve special mention: Mia's alternate outfit (shwing!) and Oleg's rendition of "Volga Boatmen," which sounds conspicuously like the guy from *Sling Blade*.

THERE AIN'T A LOT OF DANCING GOING ON IN THIS DISCO.



STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	100%	Now	T*HQ	Polygon Magic

Now's your chance to kick more ass than you've ever imagined possible. All ASCIIWARE® controllers have features that enhance your gameplay. They're faster and tougher, which means you will be too. So if your controller doesn't say ASCIIWARE on it, then maybe you should be kicking yourself.

ASCII PAD

ASCII CARRYBAG

MACH 1

ASCII GRIP
ONE HANDED CONTROLLER

ENHANCED ASCII PAD

SPECIALIZED ASCII
STICK

ASCII ARCADE
STICK

ASCIIWARE®

IMAGINE THE POSSIBILITIES

www.asciient.com

© 1997 ASCII Entertainment Software, Inc. All rights reserved. ASCIIWARE is a registered trademark of ASCII Entertainment Software, Inc. ASCII Entertainment, ASCII Pad, Specialized ASCII Stick, ASCII Arcade Stick, Enhanced ASCII Pad, ASCII Carrybag, MACH 1 and ASCII Grip are trademarks of ASCII Entertainment Software, Inc. **PlayStation** and the **PlayStation** logo are trademarks of Sony Computer Entertainment, Inc. All other brand and product names are trademarks or registered trademarks of their respective holders.

PlayStation™

ASCII ENTERTAINMENT

Customer service:
650.780.0166

Jet Moto 2

Test drive Kawasaki's 2010 model-year bikes

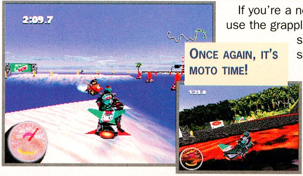
The long-awaited sequel to one of last year's surprise hits has finally arrived. How does Jet Moto 2 measure up to its celebrated predecessor? You can read the review found later in this issue, or you can play it on this month's demo disc and decide for yourself.

What does it take to be a Jet Moto champion? Nerves of steel and a cast-iron stomach, for digesting all those Chef Boyardee products and Mountain Dews. Seriously, though, you will need a strong stomach to handle Jet Moto 2's death-defying new tracks, which allow you to race across an earthquake-ravaged L.A., through an underground cavern and atop a roller coaster.

Fans of the original will probably notice both bike physics and enemy rider AI have been improved for Jet Moto 2, but don't worry; you also have a lot more nitro (Triangle), so really put the pedal to the metal on those straight-aways.

If you're a newcomer to the series, use the grapple button (Circle) to slingshot around the two suicide turns at the far ends of the track.

Please note that this demo is not analog compatible, although the production version definitely is.



ONCE AGAIN, IT'S MOTO TIME!

up	lean forward	*turbo*	△
down	lean back	*grapple*	○
left	turn left	*brake*	□
right	turn right	*accelerate*	×
R1	tight turn	*tight turn*	L1
R2	roll right	*roll left*	L2

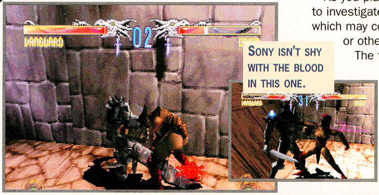
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1 or 2	100%	Now	Sony	SingleTrac

Cardinal SYN

Kronos and Sony: living in SYN

Kronos Digital Entertainment–maker of one of the PlayStation's earliest fighting games, Criticom–and Sony team up for a dark new weapon-based fighter, Cardinal SYN. The game packs the gothic atmosphere of Mace, the lightning-quick action of Soul Blade and the roam-anywhere environments of Bushido Blade into a single game, creating a fresh new gaming experience.



SONY ISN'T SHY WITH THE BLOOD IN THIS ONE.

SYN, the title character of the game, is an evil sorceress (are there any other kind?) who lures 17 of the world's most powerful fighters together for a winner-takes-all tournament. Although most smell a trap, the fighters still come, hoping to win the ultimate prize, the enchanted Swords of Trinity.

The cast of characters includes a peg-legged shaman, a fairy, a skeleton warrior and a fire-breathing dragon.

As you play this two-player-only demo, be sure to investigate the small boxes scattered about, which may contain health, weapon power-ups or other hazards.

The finished version, due in January, also will contain hidden passages, ring-out hazards and fatalities, which can occur any time at the end of long combos.

up	move up	*vertical attack*	△
down	move down	*standing block*	○
left	move left	*horizontal attack*	□
right	move right	*low attack*	×
R1	jump	*shove (with d-pad)*	L1
R2	low block	*roam (with d-pad)*	L2

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	80%	January	Sony	Kronos

Our programmers found a way to create the most authentic basketball game around.

NBA Fastbreak '98. The most realistic, full-motion 5-on-5 sim you'll ever play. We've duplicated the NBA's hottest players and their moves. You call the shots: use Rodman's rebound or O'Neal's power dunk; make Stockton shut down Kerr; have Hill take it to the hole and Hardaway shoot the three! There's only one way to play a more realistic game of basketball – get drafted into the NBA.

Bonus inside game! NBA Fastbreak '98 playbook. A Midway exclusive! Authentic inside tips on NBA team plays and individual player moves. And they're yours to call.

i love this stuff!

OFFICIAL LICENSED NBA PRODUCT

NBA FASTBREAK™ '98

The fastest way into the NBA.™

www.midway.com

MIDWAY®

CD-ROM

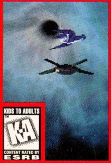
PlayStation™

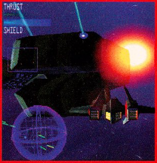
KIDS TO ADULTS K-A CONTENT RATED BY ESRB

NBA Fastbreak '98™ ©1997 Midway Home Entertainment Inc. All rights reserved. Midway is a registered trademark of Midway Games Inc. Used under license. The NBA and the individual NBA team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA teams and may not be used, in whole or in part, without written consent of NBA Properties, Inc. ©1997 NBA Properties, Inc. All rights reserved. Developed by Visual Concepts Entertainment. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

Colony Wars, Psygnosis and the Psygnosis logo are trademarks of Psygnosis Limited. ©1997 Psygnosis, Ltd. All rights reserved. The Playstation logo and "Playstation" are trademarks of Sony Comp

CRY FREEDOM


KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB


THRUST
SHIELD

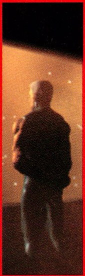
PlayStation

COLONY WARS

Blast the chains of slavery straight to Hell. Free your people. The time for talk is over. You must join the League of Free Worlds. Join the rebellion and fly the hottest ships in the stars. You'll master six unique League craft in your quest for freedom, each with different flight characteristics and weaponry. You'll fly more than 70 unique missions. Success or failure will determine your fate, as your destiny lies along one of five different paths. The cost of freedom is high. Are you willing to pay it?

EPIC SPACE CONFLICT

PlayStation
COLONY WARS



nment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

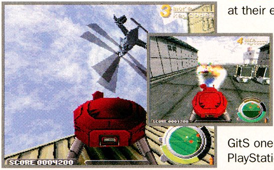
Visit www.colonywars.com for a chance to win a trip to Space Camp.

Ghost in the Shell

It found a voice. Now it needs a body.

Those of you totally blown away by the viewable Ghost in the Shell demo on our November disc must have been good little boys and girls, because Santa has brought you something special for Christmas: a playable Ghost in the Shell mission!

As you maneuver throughout the level, be sure to use L1 and R1 to strafe by enemies. By holding either strafe button, you can actually run circles around the bad guys, making them easy targets for your machine guns. Pressing both strafe buttons in addition to up or down will allow you to jet forward or backward for extra-speedy navigation. Pressing Square will fire a short burst of machine gun fire. Continue holding Square to lock your missiles then release to fire.



A great way to take out choppers is to adhere to the side of a building and fire straight up at their exposed underbellies.

The voices heard on the soundtrack belong to the same voice actors from the dubbed U.S. version of the feature film. The game also has over 10 minutes of theater-quality animation and mech designs by Masamune Shirow, making GitS one of the most visually impressive PlayStation titles to date.

up	move forward	cancel	△
down	back up	launch grenade	○
left	turn left	fire/charge	□
right	turn right	jump	✕
R1	slide right	slide left	L
R2	slide right	slide left	L

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Shooter	1	100%	Now	T*HQ	Sony of Japan

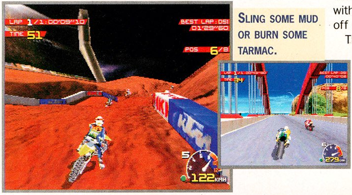
Moto Racer

The hit PC racer burns rubber onto PlayStation

This one's been on our Editors' Top 10 list for two consecutive months, and now you can see for yourself why.

Developed by Delphine Software International (also known for the groundbreaking Fade to Black), Moto Racer is a PlayStation conversion of the hit PC racer. Now, before you jump to the wrong conclusion, Moto Racer is not the usual sim-heavy type of racer that finds its way from the PC onto the PlayStation. Rather, it's a straight-ahead, arcade-style racer, complete with not one but two types of motorcycles: motocross and superbikes. (Defeating the production version in every Play Mode will give the player access to a third type of bike, the comically tiny pocket bikes!)

As you can tell from this playable demo, the street courses are full of long straight aways, great for pulling power wheelies (Circle button). The motocross tracks, in contrast, are filled with jumps, which allow the player to pull off stunts (also executed with Circle). There are 10 beautifully detailed tracks in all, which range from mundane arenas and sea-side tracks to a jaunt atop the Great Wall of China!



SLING SOME MUD OR BURN SOME TARMAC.

up	not used	rear view	△
down	not used	turbo/stunts	○
left	lean left	brake	□
right	lean right	accelerate	✕
R1	not used	not used	L1
R2	change view	change view	L2

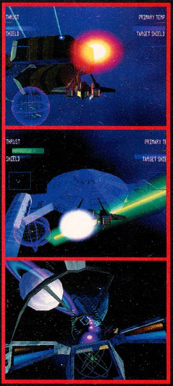
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1 or 2	100%	Now	EA	Delphine

VENGEANCE NOW $10 OFF.

ONLY AT SEARS.

PlayStation
NTSC U/C
PlayStation
COLONY WARS
KIDS TO ADULTS
KA
CONTENT RATED BY ESRB
SLUS-00319
PSYGNOSIS


THRUST
SHIELD
PRIMARY TEMP
TARGET SHIELD
THRUST
SHIELD
PRIMARY TE
TARGET SHIE

Visit www.colonywars.com for a chance to win a trip to Space Camp.

CLIP THIS COUPON AND PRESENT IT AT PARTICIPATING SEARS STORES TO RECEIVE $10 OFF YOUR PURCHASE OF COLONY WARS.

★ GOOD FOR $10 OFF COLONY WARS ★

COLONY WARS ™
EPIC SPACE CONFLICT

SEARS FUNTRONICS

Good for $10 off single Sears Funtronics Department purchase equal to or exceeding $10 regular price. Valid 11/15/97 through 12/31/97 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20 cent. ©1997 Sears, Roebuck and Co. Satisfaction guaranteed or your money back.

R5770111$1000

Colony Wars, Psygnosis and the Psygnosis logo are trademarks of Psygnosis Limited. ©1997 Psygnosis, Ltd. All rights reserved. The PlayStation logo and "PlayStation" are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

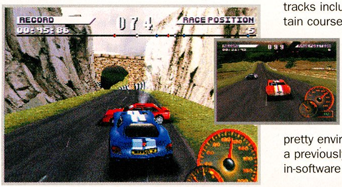
Test Drive 4

A PlayStation racer with added muscle

up	not used
change view	△
down	not used
horn	○
left	turn left
brake/reverse	□
right	turn right
accelerate	✕
R1	not used
not used	L1
R2	not used
not used	L2

Accolade and Pitbull Syndicate, the U.K. developer of Destruction Derby, team up for the most exciting and graphically super-charged entry in the Test Drive series so far, Test Drive 4.

TD4 puts you behind the wheel of 10 outrageous production cars (both past and present) and turns you loose on six challenging street courses. On this playable demo, you can choose either a classic '67 Cobra or a brand-spanking-new Dodge Viper. (Check the stats carefully, and you'll discover the Cobra actually has 40 more horsepower than the Viper. Talk about engineering!)



The track included in this demo represents a stretch of road near Keswick, England. Other tracks include Washington, D.C., a snowy mountain course and San Francisco, which, believe it or not, has even more incredible jumps than San Francisco Rush. You even have to contend with some killer cross traffic. Trust us, it's intense.

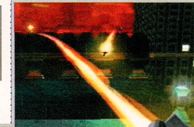
While playing this demo, be sure to zoom in on your car to admire the pretty environment mapping on the windshield, a previously unthinkable graphical feat achieved in-software by Pitbull Syndicate. Pretty snazzy.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1 or 2	100%	Now	Accolade	Pitbull

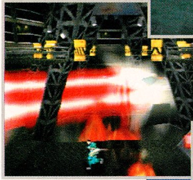
One

One man. One solution. One cool game!



You won't find any highly paid virtual buddies in ASC's latest action/adventure title, but you will find plenty of screen-filling explosions and adrenaline-soaked excitement.

Set 40 years in the future, One tells the story of John Cain, who awakens to discover a cold steel blaster protruding where his left arm once was. Even worse, someone has robbed him of his memory and instilled in him an almost blinding rage that sends him headlong into battle, searching for answers and the person responsible for his condition.



One's primary innovation is a unique Rage Meter, which replaces traditional health bars and power-up meters with a single gauge, seen in the lower right-hand corner of the screen. As the action begins to heat up, the Rage Meter changes to red, making John's shots more powerful and making him more impervious to enemy fire.

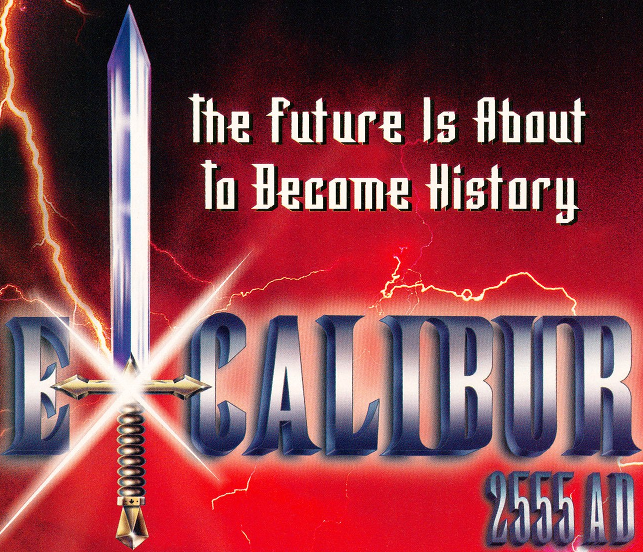
One also has a dynamic floating camera, which zooms, pans and changes viewing angle to follow all the action.

CHECK OUT ONE'S DYNAMIC FLOATING CAMERA.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Shooting	1	100%	Now	ASC	Visual Concepts

The Future Is About To Become History



Journey to the far future to save the distant past. Battle hand-to-hand. Solve intriguing puzzles. Wield powerful magic. Explore a huge 3D world. Your mission: retrieve the legendary sword Excalibur.

Featuring over 200 locations, 60 different characters, full speech, and incredible realistic light-sourcing, Excalibur 2555 is an absolute epic.

"...could well do for 3D action adventures what *Tomb Raider* did for 3D platformers"
— *Edge*

"Excalibur 2555 is one of the most unique 3D games ever... a really, really cool game"
— *Diehard Gamefan*

SIRTECH

Tel.: (315) 393-6633 Fax: (315) 393-1525
To order, visit your retailer or call: **1-800-447-1230**

www.sir-tech.com

PlayStation

PC CD ROM

TEEN T AGES 13+ CONTENT RATED BY ESRB

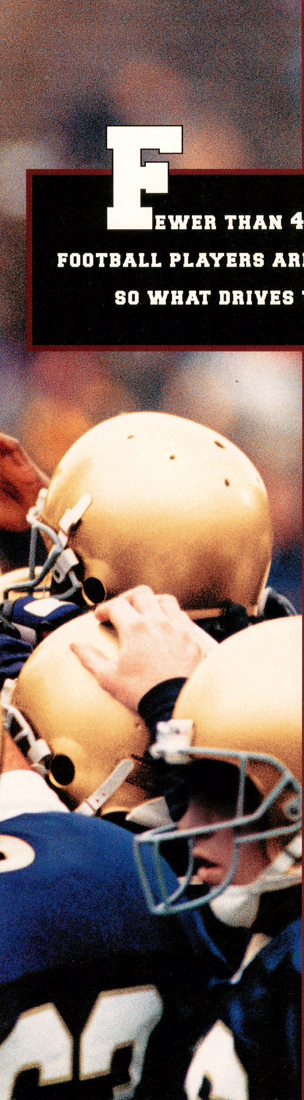
TELSTAR Electronic Studios

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

KIDS TO ADULTS

CONTENT RATED BY ESRB

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls, and conferences are the exclusive property of the respective institutions. The Heisman Memorial Trophy, its image and related name are all registered federal trademarks/service marks which are owned by the Heisman Trophy Memorial Trust. GameBreaker and Total Control Passing are trademarks of Sony Computer Entertainment America Inc. Developed by Sony Interactive Studios America. ©1997 Sony Computer Entertainment America Inc. **www.playstation.com**

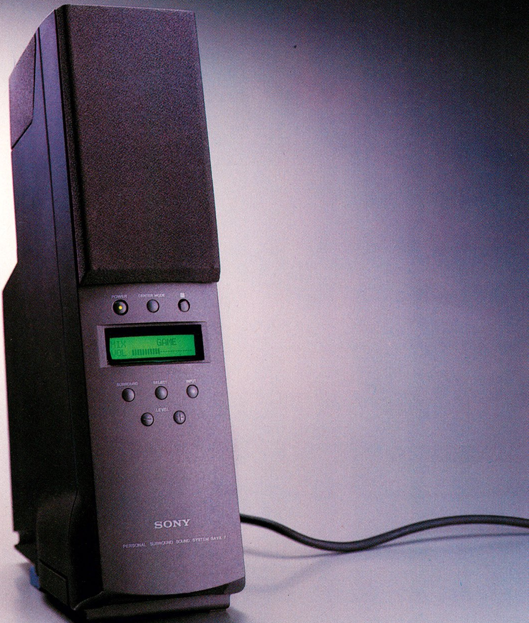


FEWER THAN 4% OF ALL COLLEGE FOOTBALL PLAYERS ARE DRAFTED BY THE NFL. SO WHAT DRIVES THE OTHER 96%?

NCAA GAME BREAKER 98

PROPERTY OF PLAYSTATION
ATHLETIC DEPT.

Need a reason to get surround sound? You're about to flip through pages of them.


POWER
CENTER MODE
MIX GAME
VOL
SURROUND
SELECT
INPUT
LEVEL
SONY
PERSONAL SURROUND SOUND SYSTEM SAVA 1

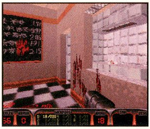
©1997 Sony Electronics Inc. All rights reserved. Sony is a trademark of Sony.

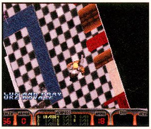
THE COLOR SCHEMES BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:

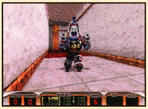
- Action/Adventure
- Fighting
- Sports
- RPG
- Puzzle/Strategy
- Platform

Duke Nukem

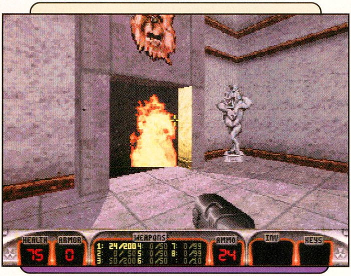
It's time to kick ass and chew bubblegum...

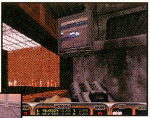


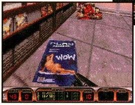




And Duke's all out of gum. After more than a year of development, Duke Nukem is finally nearing his PlayStation debut in Duke Nukem: Total Meltdown. With all the action of the original PC Duke Nukem 3D, plus an entire episode of PlayStation-exclusive levels, Total Meltdown should offer more than enough to satisfy fans of corridor shooters.



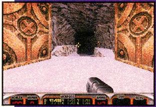


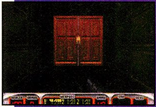


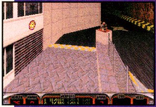
Some said the PlayStation version would be censored. Needless to say...

One of the most interesting aspects of Duke Nukem is that, unlike the majority of other 3-D shooters, the game does not take place entirely in some bizarre science-fiction world. Instead, many levels are designed to look like normal Earth cities, with bars, movie theaters, restaurants and other familiar locations. This was what drew so many people to the PC version, and the PlayStation version incorporates that design into its exclusive levels, as well.

The intriguing thing about the exclusive levels is that almost all are based on a specific theme. One level, for example, is modeled after the films of Quentin Tarantino, while another strives for the feel of an episode of *The X-Files*. Far more amusing, however, are the levels based on popular PlayStation games. One level sends Duke through a number of Tomb Raideresque caverns, while another has him exploring a creepy house populated with zombified enemies *a la* Resident Evil. One level is even set on and around a WipeOut-style track!





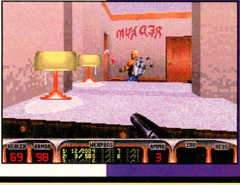


Can you name the PlayStation games these levels are modeled after?

Duke has his standard arsenal at his disposal, from the devastating RPG (rocket-propelled grenade) to the cunning Pipe Bomb and Laser Tripbomb, which allow Duke to set traps for his enemies.

As expected, the PlayStation version does support Multiplayer Mode through the use of the link cable. As tedious as some gamers may find it to lug an extra console and TV over to their friend's house, multiplayer Duke, if it's anything like the PC version, should be well worth it.

Dual-analog support helps make the transition from PC to PS a smooth one, and Duke's repertoire of Bruce Campbell-influenced one-liners keep things from getting too serious. But enough talk. Let's rock!



STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
SHOOTER	1 OR 2	80%	DECEMBER	GT	3D REALMS

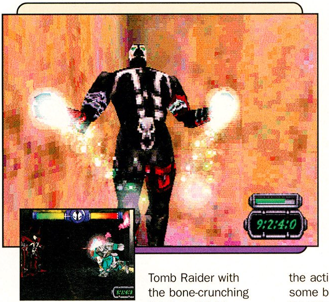
Spawn

The Eternal-ly delayed?

Kinda like Al Simmons, himself, Spawn: The Eternal is one game that's done its time in hell. After pulling a no-show at E³ (the game was present in tape form only) and suffering several delays, Spawn has re-emerged in the form of a playable beta version—the first released to the gaming press to date.

Speaking of reincarnation, we first took a look at Spawn back in the June issue of *P.S.X.* As many of you may recall, the object of the game is to guide former-CIA-assassin- turned-dead-guy, Al Simmons (a.k.a. Spawn), through 18 torturous levels and three separate time lines as he attempts to reclaim his soul from the big man downstairs, Malebolgia.

The gameplay, as Sony originally promised, combines the non-linear level exploration of Tomb Raider with the bone-crunching fighting of Tekken, resulting in a new gaming experience; however (and that's a Mount Rushmore-sized however), Spawn merely apes these groundbreaking titles, at least in his current incarnation. It should be pointed out, however, that Spawn: The Eternal is still months away from release, and a lot can change.

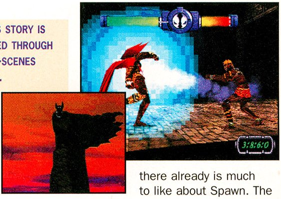


Despite the game's current shortcomings, there already is much to like about Spawn. The environments—urban, medieval and savage—are large and nicely detailed; however, they're a bit underpopulated, giving the game a lifeless look. Add a few bums scurrying for cover or some medieval shop owners and bar maids, and Sony's in business.

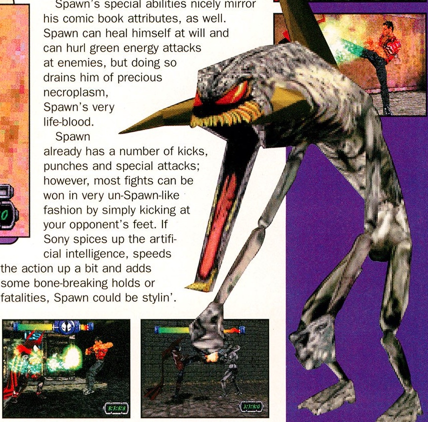
Spawn's special abilities nicely mirror his comic book attributes, as well. Spawn can heal himself at will and can hurl green energy attacks at enemies, but doing so drains him of precious necroplasm, Spawn's very life-blood.

Spawn already has a number of kicks, punches and special attacks; however, most fights can be won in very un-Spawn-like fashion by simply kicking at your opponent's feet. If Sony spices up the artificial intelligence, speeds the action up a bit and adds some bone-breaking holds or fatalities, Spawn could be stylin'.

Spawn's story is advanced through CG cut-scenes (below).



Spawn's living cape unfurls before fights, offering added protection.



THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
ACTION	1	75%	1ST QTR. '98	SONY	SONY

SHE'LL KICK YOUR BUTT

Coming Soon

TECMO®

DEAD OR ALIVE

Tecmo, Inc. • 19260 S. Van Ness Ave., Torrance, CA 90501
• http://www.tecmo.co.jp • Fax (310)787-3131 • Phone (310)787-2900

TECMO STACKERS™

PUZZLING FUN FOR THE WHOLE FAMILY!

ADDICTIVE HEAD-TO-HEAD GAMING

ON SALE NOW!

FAMILY FUN PUZZLE
TECMO STACKERS
PlayStation
TECMO

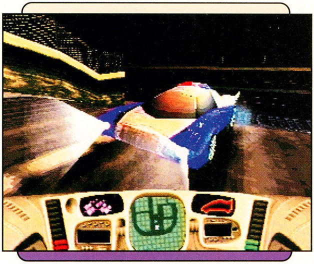
$39.99 or less

TECMO®

TECMO® is a registered trademark of Tecmo, Inc. Dead or Alive© 1996 Tecmo, Ltd. 1996 Tecmo Stackers © 1997 Tecmo, Ltd. 1997 PlayStation™ and the PlayStation™ logos are trademarks of Sony Computer Entertainment Inc. Call 1-800-771-3771 for game rating information.

Crime Killer

Think history won't repeat itself? Think again.



Players are bombarded on all sides by powerful enemies.

It is the distant future. The population of Earth has been decimated by a great flood. The survivors retreat to higher ground to attempt to rebuild their society. As the new society emerges, however, it brings with it the crime and corruption that the survivors thought they had left behind. A high-tech, heavily armed police force arises to combat this new menace. Calling themselves the Protectorate, these futuristic lawmen arm themselves with three powerful vehicles: car, bike and wing, each with lightning-fast controls and vehicle-specific weaponry. This is where you come in.

In Crime Killer, players take the role of a member of the Protectorate in an attempt to wipe out criminal activity once and for all. Ten varied levels send the player on a number of special missions ranging from apprehending and eliminating criminals to surveillance missions conducted with the "crime-cam."

Running at an impressive 60 frames per second, Crime Killer sends players hurtling through large, futuristic levels in search of their high-speed quarry. Arcade-style physics allow the player to perform motorcycle power slides, airborne barrel rolls and 360-degree automobile spins (full guns blazing, of course). As if the enemy itself weren't enough, earthquakes and volcanoes provide additional hazards for the unwary.

An active camera helps draw players into the action by reacting to events on screen. For example, run headlong into a wall—even in the third-person camera perspective—and the camera will shudder with the impact. Hurtling around a corner sends the camera swinging after, in a style that many found distracting in Tomb Raider but that seems to work just fine here. It even reacts to acceleration—especially in the first-person view on the motorcycle levels, where the entire front of the bike rises up as it takes off from a stop.

Graphic effects including spot lighting, lens flares, smoke transparencies and other light-sourcing give the game a "Euro" look. The frame rate, combined with the game's all-out speed, make Crime Killer a very quick action game.

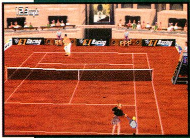
Players can use their vehicles as an additional weapon, sliding forcefully into their enemies.

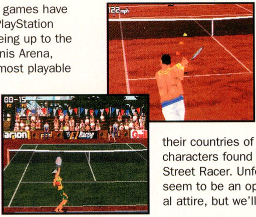
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
ACTION	1	80%	1ST QTR. '98	INTERPLAY	PLAYLOGIC

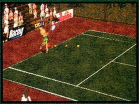
Tennis Arena

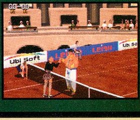
An international arena of tennis gaming





A total of two tennis games have appeared on the PlayStation with neither one being up to the challenge. Enter Tennis Arena, which boasts of being the most playable version yet available on the PS. Ubi Soft has definitely done some nice work with the ball physics and ease of play. Many tennis games forget that you can't make an enjoyable tennis game when the players have a hard time hitting the ball, as this wrecks the chances for a decent set of volleys. One of the more unique features of the game are the players themselves or, to be more specific, what they are wearing. The players sport clothes native to their countries of origin, similar to the wacky characters found in another Ubi Soft title, Street Racer. Unfortunately, there doesn't seem to be an option to play in more traditional attire, but we'll keep our fingers crossed.





STATS:

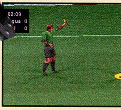
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
TENNIS	1-4	90%	DECEMBER	UBI SOFT	UBI SOFT

WATCH YOUR BACK. THE GREATEST COLLECTION OF SPECIAL MOVES...

RYU'S FIREBALL
KEN'S DRAGON PUNCH
GUILE'S FLASH KICK

FIFA 98

A soundtrack featuring Blur? Wooooo hoooooo!



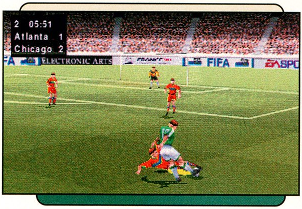
If for no other reason, FIFA: Road to World Cup 98 is significant because it's the first sports title to be released for all three "next-generation" home consoles (PlayStation, Saturn and N64). And given the waning popularity of Saturn, it may be the last.

In addition to being the only soccer title with the exclusive World Cup license, FIFA: Road to World Cup 98 has a number of cool new features. For the first time ever, players can guide their favorite team from the first qualifying match through the entire qualifying and first rounds all the way to the World Cup finals held in France. FIFA 98 includes 189 clubs culled from 11 different leagues around the world, making the game one of the most comprehensive ever.

FIFA 98 also has hundreds of new motion-captured moves and the ability to customize players' appearances down to their hair styles, so you know the game is one of the most realistic-looking available. There are also 16 meticulously re-created stadiums and authentic team chants to capture the atmosphere of World Cup soccer. Speaking of atmosphere, FIFA 98 also has new weather effects and the option of playing night games. Not content with simply improving the look of FIFA, EA Sports also tweaked the game's AI, allowing computer-controlled teams to attack and defend more realistically than ever.

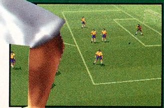
Another exciting (and under-advertised) feature is FIFA 98's soundtrack, which includes music by top U.S. and U.K. bands, such as Blur. While it is in sharp contrast to the crowd chants and more traditional music in the game, the rock soundtrack lends an unexpected amount of energy to such an old-world sport.

Although EA has released several fine soccer games in the past, FIFA 98's new features certainly make the game worth a look.

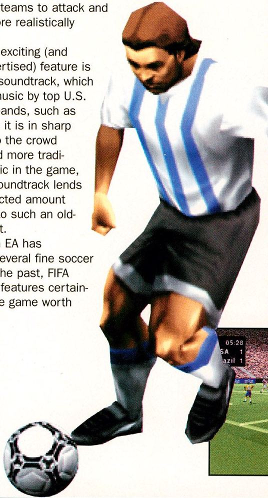


FIFA 98 HAS NEW PLAYER MODELS AND MOTION-CAPTURED MOVES.

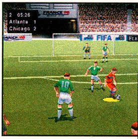
tlanta 0
hicago 2
MasterCard
OPEL



FRANCE 98
FIFA



05:28
SA 1
azil 1



customize squad

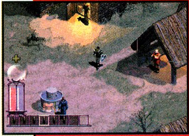
FIFA 98 HAS 189 CLUBS FROM 11 LEAGUES FROM AROUND THE WORLD.

STATS:

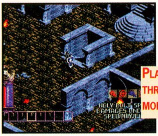
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
SPORTS	1-8	100%	DECEMBER	EA	EA SPORTS

Diablo

The diabolical hit invades your TV



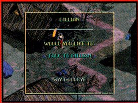
Blizzard Entertainment, designers of the incredibly successful WarCraft series, are bringing their multiplayer blockbuster Diablo to the PlayStation via Electronic Arts. Diablo is a simple hack-and-slash dungeon crawler which some have described as an isometric-viewed update to Gauntlet. Set in a fantasy world, the game combines RPG elements with its action-oriented gameplay, resulting in a unique mix that PC owners have found enthralling.



PLAYERS HACK THEIR WAY THROUGH MULTILAYERED, MONSTER-LADEN LEVELS.

The most popular feature of the PC version, however, was its four-player Network Mode, and the PlayStation version is expected to support only two players. It's not clear at this point whether that will be accomplished through a link cable or split-screen, but some sort of multiplayer support will at least be present.

The game's randomly generated dungeons provide a great deal of replay value, offering a new layout with each game.



TRAVEL TO TOWN TO SELL YOUR LOOT AND COLLECT INFORMATION.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RPG	1 OR 2	50%	MARCH	EA	BLIZZARD

JUST ENTERED THE ARENA.

STREET FIGHTER COLLECTION

Remember these guys? They remember you. This game packs punch. 27 Street Fighters in 3 different games. Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 Gold, all in their true arcade form. Own the Street Fighter legacy. At around $1.50 a fighter, that's a fair fight, dontcha think?

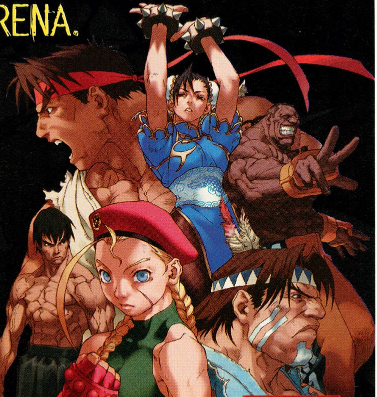
TEEN AGES 13+ CONTENT RATED BY ESRB

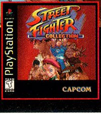
PlayStation

© Capcom Co., Ltd. 1997. © Capcom USA, Inc. 1997. All rights reserved. Street Fighter II, Super Street Fighter II, Super Street Fighter II Turbo and Street Fighter Alpha 2 are trademarks of Capcom Co., Ltd. Capcom is a registered trademark of Capcom Co.,Ltd. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd.

CAPCOM

www.capcom.com

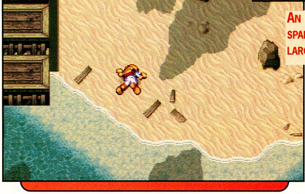


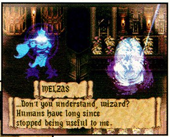


Alundra

Mr. Sandman, bring me a dream...

The hit RPG from Sony of Japan is making its way to U.S. shores with the help of former Saturn developers Working Designs. Alundra is an action-based role-playing game in the spirit of the Nintendo classic Legend of Zelda. "Action-based" means that, unlike many RPGs, combat does not take place on a separate turn-based combat screen. Instead, your character settles all of his disputes on the main map, giving the game a much faster pace than the standard-format RPG. Furthermore, since the character always has all of his combat moves at the ready, he can use them to shred through bushes and other small obstacles in search of hidden items.





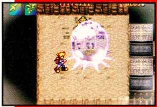
MELZAS
...Don't you understand, wizard? Humans have long since stopped being useful to me.

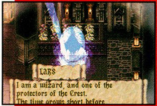
AN EPIC STORY SPANS THE GAME'S LARGE WORLD.

The game tells the story of a boy named Alundra, a member of a race known as the Dreamwalkers. He possesses the unique ability to enter other people's dreams, and can use this to help a growing number of people who are becoming trapped in their dreams. It seems that an evil demon is planning on taking over the world, and is attempting to reach people through their dreams. It is Alundra who must help these people and free them from the influence of the demon, freeing the planet from his clutches.

Beautiful, eh? I've been a sailor since I was lad younger'n you...

SOME OF THE GAME'S MOST DEVASTATING ENEMIES ARE IN THE DREAM WORLD.





LARS
I am a wizard, and one of the protectors of the Crest. The time grows short before

The game's world, although huge, is sectioned off into areas that can only be accessed after certain events occur in the game. This allows the developers to make the world as large as they would like without running the risk of the player losing focus. It also prevents Alundra from reaching enemies who are too powerful for him—a fact that die-hard RPG fans may object to, but newer, less-experienced gamers will appreciate.

The dream sequences offer even more area for exploration, as well as a number of unusual elements that would be out of place in a conventional RPG.

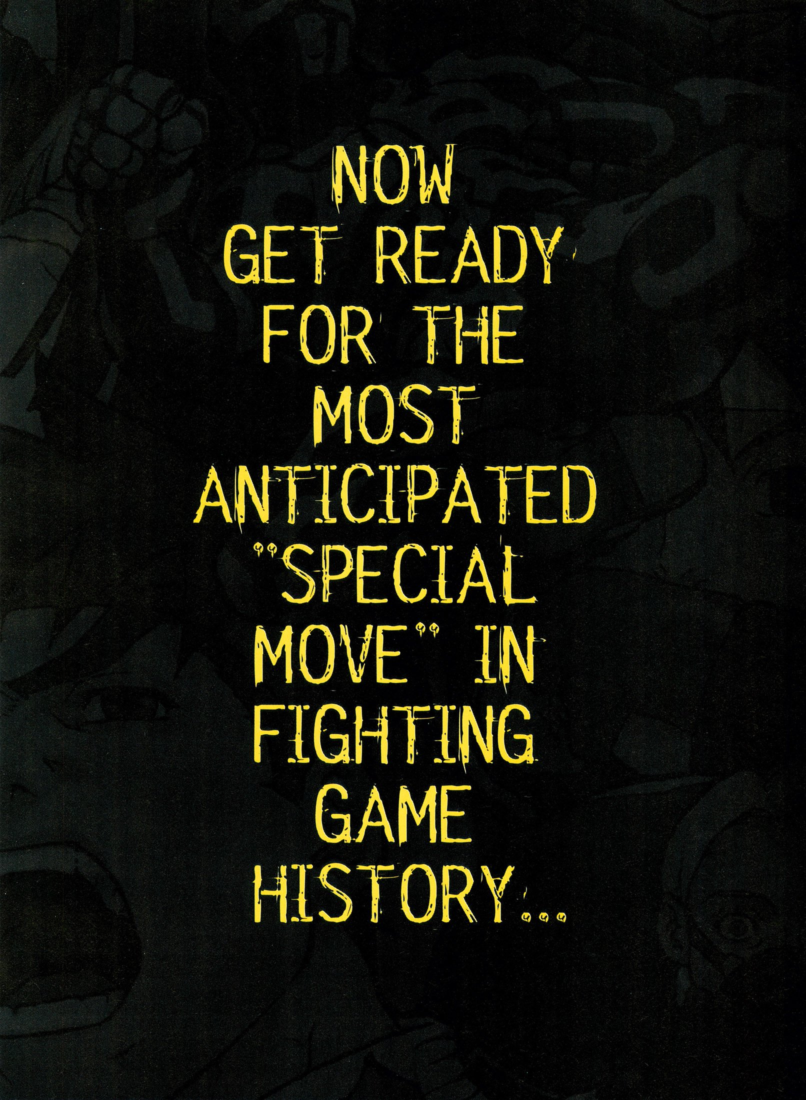
The story and dialog, through the work of Working Designs, appear as well-written as they are unorthodox (for RPGs, anyway). Characters often deliver lines which are unusual, and in some places, just plain comical. This healthy dose of humor helps keep the game from taking itself too seriously, as many RPGs do.

If the U.S. success of other PlayStation RPGs (like Suikoden or Beyond the Beyond) is any guide, Alundra should keep role-playing fans happy for a long time to come.

Beautiful, eh? I've been a sailor since I was lad younger'n you...

STATS:

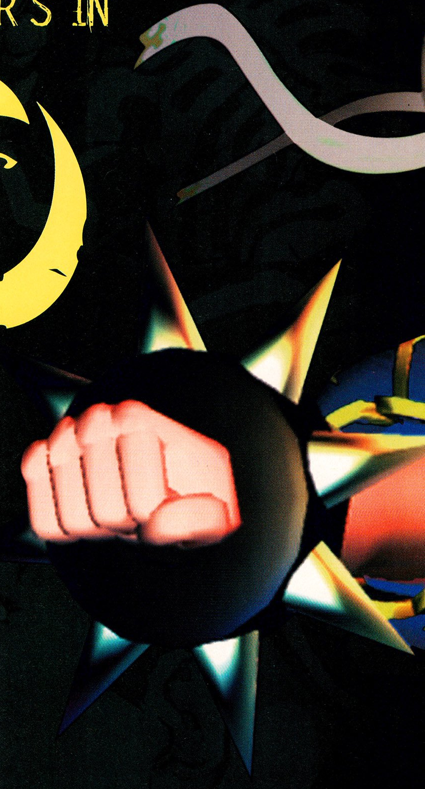
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RPG	1	80%	DECEMBER	W. DESIGNS	SONY



NOW
GET READY
FOR THE
MOST
ANTICIPATED
"SPECIAL
MOVE" IN
FIGHTING
GAME
HISTORY...

STREET FIGHTER'S IN

3-D



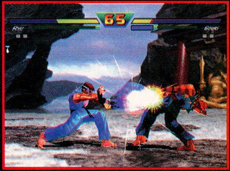
Been missin' Street Fighter gameplay? The world's premiere fighter goes kickin' and screamin' into 3-D. This beast pits the original 8 Street Fighter vets — Guile, Zangief, Ryu, Ken, Bison, Chun-Li, Dhalsim and Sakura in an amazing arcade hit. What else is the same? Signature Street Fighter gameplay. New? Lots! Crack your knuckles and welcome 12 all-new fighters in the biggest Street Fighter ever! Playable bosses, 7 different play modes, a total of 23 characters, this is the 3-D game worth fighting for...

PlayStation
STREET FIGHTER EX plus α
TEEN
CAPCOM

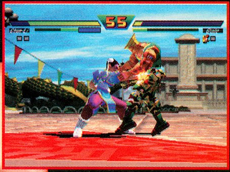
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

PlayStation

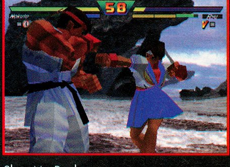
STREET FIGHTER® EX plus α



Ryu got your number? New Training Mode adds moves, reduces bruises.



New Multi-Hit combos bring 'em to their knees.

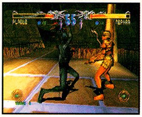


Slow Mo Replay makes victory even sweeter.

CAPCOM®

www.capcom.com

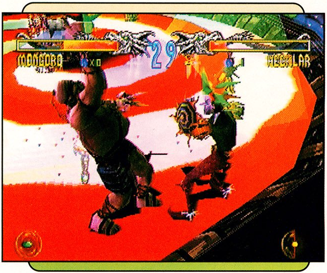
© ARIKA CO., LTD. 1997 © CAPCOM CO., LTD. 1997 © CAPCOM U.S.A., INC. 1997 ALL RIGHTS RESERVED. STREET FIGHTER is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.



Cardinal SYN

Kronos and Sony: living in SYN

Already home to such stellar fighters as Tekken 2, Soul Blade and Street Fighter EX, the PlayStation undoubtedly is the platform of choice among fight fans.



Rather than go toe-to-toe with the more established Japanese fighting franchises, Kronos and Sony—co-developers of the forthcoming Cardinal SYN—decided to go a different route. With an eye on Mortal Kombat fans and disenfranchised gamers who can't relate to the horde of Japanese street fighters, Kronos and Sony decided to "get medieval" on PlayStation owners' collective asses. As producer Chad Okada explains, "Everyone knows that Japan owns the fighting game market, and to try to come out with a *Street*-type of fighter, we would have probably gotten killed. We wanted to keep [Cardinal SYN] more American-looking and to set it apart from the other fighters. That's why we went with [a gothic] type of character design and look."

Chad and company weren't content with simply giving the game a different look, however; they wanted Cardinal SYN to *play* differently, too. To this end, Kronos and Sony abandoned the traditional square arenas in favor of unconventionally shaped battlefields, which are filled with hazards, power-ups and secret areas. "When we set out to make this game," recalls Okada, "we wanted to make it a little different than the normal fighters, which are basically kinda like a 2-D fighting game with 3-D graphics. We gave it full 3-D movement including a free-run, 3-D button. Also, we made the environments interactive. There are hazards within the arenas, like fire pits and spikes that come up from the ground. So you can lure [opponents] into them, or you can throw them onto these hazards. Some arenas have these little, narrow passages. If you want to

Having cut their teeth producing CG animation for such games as Sega's Eternal Champions CD, Kronos has been creating high-quality character models like this one of Orion for years.

MONGORO
HECKL

MONGORO
56
PLAGUE

MONGORO
27
HECKLAR

You may find yourself a couple of pints low on blood after playing SYN.

CHARACTER HISTORIES UNFOLD THROUGH CINEMAS.

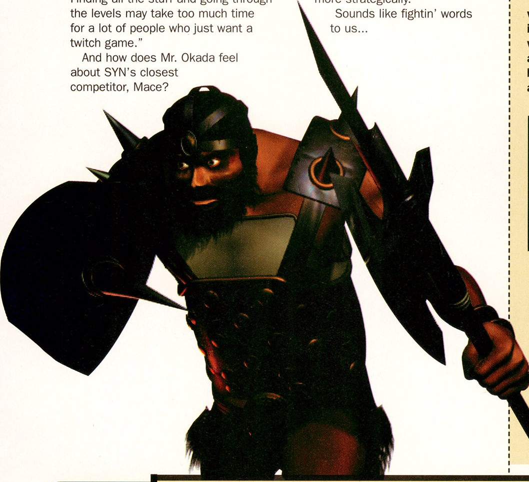
get the big power-ups, you have to go down them, but what happens is you kinda get cornered and have to fight your way out. Ultimately, though, we really wanted to keep all of the core fighting game people intact, so we included a pretty elaborate combo system and plenty of special and dismemberment moves."

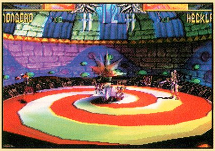
When asked about the enduring popularity of fighting games, Chad offered the following explanation: "I think there is a lot of instant gratification with fighting games. When you play a platform game, it takes forever to get through, and a lot of people don't have that kind of patience. Finding all the stuff and going through the levels may take too much time for a lot of people who just want a twitch game."

And how does Mr. Okada feel about SYN's closest competitor, Mace?

"Mace is kind of interesting. I wasn't too happy with the entire combo scheme and the special moves. It reminded me of most of the other Atari games, kind of shallow in its gameplay. Mace also doesn't seem to lend itself enough to the 3-D environment. We incorporated a 3-D button to move around freely, and our environments are set up a little more strategically."

Sounds like fightin' words to us...





I THINK I'M GONNA' HURL! TRY YOUR LUCK ON HECKLER'S ROTATING ROULETTE WHEEL OF DEATH.

Hoping to infuse Cardinal SYN with additional strategy as well as to differentiate the game from the horde of "me, too" fighters currently on the market, Kronos created some unconventional arenas for SYN's gladiators to duke it out in.

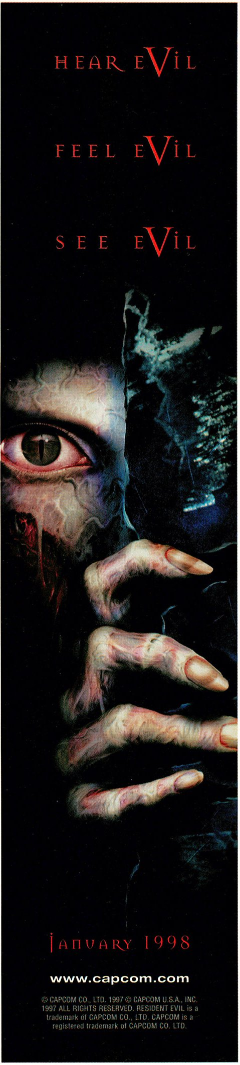
Levels include a giant roulette wheel, a bridge, a mine and the inside of a volcano. Each is littered with power-ups, secret areas and hazards, such as rolling mine carts and boulders, acid pools, spikes and lava.

PLAGUE
33
MONGORO

MONGORO
46
PLAGUE

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
FIGHTING	1 OR 2	85%	JANUARY	SONY	KRONOS



www.capcom.com

© CAPCOM CO., LTD. 1997 © CAPCOM U.S.A., INC. 1997 ALL RIGHTS RESERVED. RESIDENT EVIL is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO. LTD.

Beast Wars

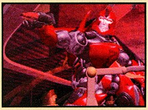
They're more than meets the eye...

Toys of our youth just seem to have a way of coming back to haunt us. Take the upcoming title from Hasbro Interactive, for example. Based on a toy line and cartoon series that were popular when members of our staff were still in grade school, Beast Wars: Transformers supplies a heaping helping of nostalgia along with some high-tech mechanized combat.

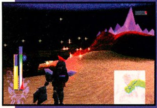
Gamers take the side of either the Maximals or the Predicons in an epic battle for control of the universe. Settling onto a new planet, the Transformers incorporate elements of the local fauna into their design, causing them to morph into apes, scorpions, cheetas and other fierce creatures. Although the Autobots and Decepticons are nowhere to be seen, Beast Wars does include such characters as Megatron and Optimus, two of the most important figures of the Transformers mythos.

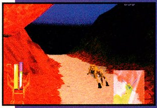
With 10 different characters, 32 different missions and six unique 3-D environments (including desert, jungle, forest and tundra, among others), Beast Wars offers plenty of variety for the Transformers fan. Of course, the game's trademark is the ability to morph from beast to robot at will. Characters can only remain in one form for a limited time, however, since the beast forms, although almost universally faster than their robotic counterparts, lack any sort of firepower.

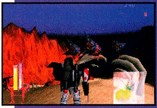
The resurgence of popularity of the Transformer line, from new toys to cartoons and now video games, leads one to wonder: Can a Go-Bot game be far behind?

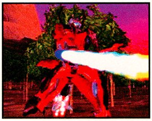


Large 3-D environments offer plenty of room for the player to roam.

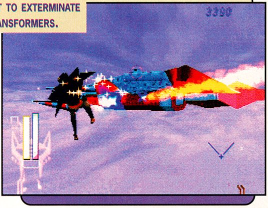








Giant airborne bosses attempt to exterminate the Transformers.



STATS:

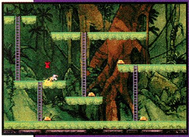
THEME	# OF PLAYERS	% COMPLETE
ACTION	1	100%
AVAILABILITY	**PUBLISHER**	**DEVELOPER**
NOW	HASBRO	HASBRO

Previews

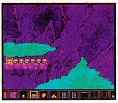
The latest on the newest

Lode Runner

A PC classic re-revisited



The old-school PC classic has finally made the transition to 32 Bits of console goodness, and the results look to be completely true to the original line. Lode Runner, the fast-paced treasure-hunting game, addicted millions of PC owners before Tetris was a gleam in its designer's eye.



Gameplay is simple: Players maneuver a tiny character around large levels in an attempt to collect all the gold on that level. Once every piece of treasure is collected, a door opens into the next level. This updated version introduces locked doors and other new obstacles, but the gameplay is still refreshingly simple.

Perhaps the best thing about the original Lode Runner was the ability to design your own levels, and the PlayStation version has incorporated this ability fully, allowing players to save their own diabolical levels to their memory cards in order to challenge their friends. This is one game that definitely deserves to be resurrected.

STATS:

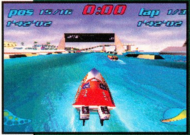
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
ACTION	1 OR 2	90%	DECEMBER	NATSUME	NATSUME

Previews

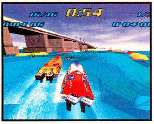
The latest on the newest

Rapid Racer

The game that makes other racers look all wet



Rapid Racer was one of several surprise titles appearing in Sony's expansive booth at this year's E³. Developed by Sony Computer Entertainment Europe, Rapid Racer boasts some of the most realistic wave physics ever seen on the PlayStation–or anywhere else. A blend of arcade action and simulation, Rapid Racer will have 18 basic courses. After beating those, you can race an infinite number of new courses created by the game's "fractal generator," which randomly builds 3-D courses through fractal geometry.



As in Jet Moto and WaveRace 64, players must learn to race *with* currents, waves and boat wakes rather than *against* them.

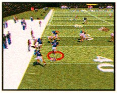
Rapid Racer will have a Two-player Split-screen and a number of Play Modes, including Sudden Death, Winner Stays and Championship Modes. Rapid Racer should be in stores in Europe by October. No U.S. release date has been given yet, but we'll keep you posted.

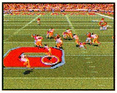
STATS:

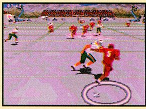
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RACING	1 OR 2	90%	UNKNOWN	SONY	SCEE

NCAA GameBreaker 98

"Break" from sprite-based pigskin games forever!







Sony is combining their polygonal NFL GameDay 98 engine with all the atmosphere of Division I-A college football for NCAA GameBreaker 98, certain to be Sony Athletic Department's next sure-fire hit.

The game is a sequel to last year's NCAA Football GameBreaker, which takes its name from certain marquee players' ability to "break" a close game wide open with a single run, pass or catch. This actually is reflected in GameBreaker 98's gameplay, which is more unpredictable than NFL GameDay's. Lacking the experience of seasoned pros, GameBreaker's players are more likely to cough up the ball or to throw an interception. Additionally, the R1 and L1 buttons now cause the ball carrier to lateral the ball right or left, occasionally turning a broken play into a TD. (You can still stiff-arm, but this is now accomplished with R2 and L2.)

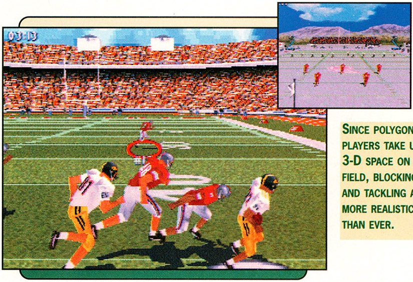
In addition to 112 Division I-A teams, GameBreaker includes over 2,000 newly updated offensive and defensive plays, analog control, stat tracking and end-of-the-season awards (Heisman Trophy, Jim Thorpe, Bronko Nagurski, Top 25 and the Football Writers Association's College All-American Team).

Unlike GameDay 98, GameBreaker 98 has a play editor that allows you to create and save your own plays, creating in effect a limitless play book. You can also create walk-on athletes and send them packing to the school of your choice with visions of stars in their eyes (Rudy! Rudy!).

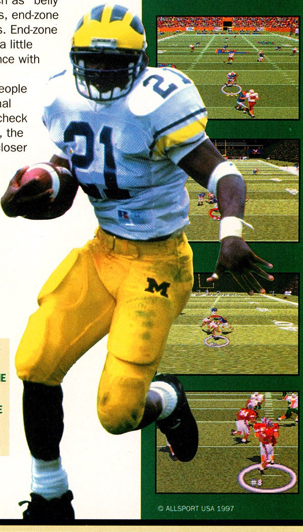
Like GameDay, GameBreaker is loaded with new player animations, such as "belly run and pitch," fake pitches, end-zone dives and shoulder charges. End-zone celebrations, however, are a little more restained in accordance with college rules.

If you're one of the 12 people who haven't tried a polygonal pigskin title, you've got to check out GameBreaker. Trust us, the game takes you one step closer to the stadium experience.

GAMEBREAKER INCLUDES 112 CURRENT TEAMS AND 40 ALL-TIME GREATS.



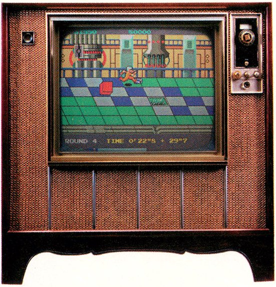
SINCE POLYGONAL PLAYERS TAKE UP 3-D SPACE ON THE FIELD, BLOCKING AND TACKLING ARE MORE REALISTIC THAN EVER.



© ALLSPORT USA 1997

STATS:

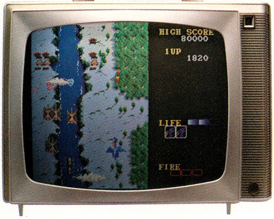
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
FOOTBALL	1-8	95%	DECEMBER	SONY	SONY


ROUND 4 TIME 0'22"8 + 29"7

HI-SCORE
50000
11520
CREDIT 1

6230
7650
SHIELD

1UP
520
5440
GOLD
2UP
0
0
GOLD
ROUND


HIGH SCORE
80000
1UP
1820
LIFE
FIRE

Kinda like reruns. Even more fun the second time around.

PlayStation
NAMCO MUSEUM
VOL. 5
namco

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

namco

PlayStation™

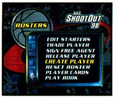
www.namco.com

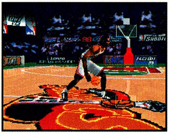
Namco Museum™ Volume 5 © 1997 Namco Ltd., All Rights Reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

NBA ShootOut 98

Hit the court in the series' third installment

If you've been reading *OPM* every month (and we know you have), you're already aware of the quantum leap both GameDay 98 and FaceOff 98 made in overall quality this season. We'll soon find out if Sony can make it a three-peat with the release of NBA ShootOut 98.

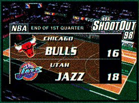




According to Sony, the game has dramatically improved AI, better graphics and tons of new moves, such as no-look passes, follow-up dunks and tip-ins.

In addition to all the usual licenses and Play Modes, Sony has added a unique 2-on-2 Mode, which allows four of the NBA's finest to duke it out on the court to prove who really has game.

As they did for GameBreaker 98, Sony has added analog compatibility for ShootOut 98, making a good deal seem that much better.



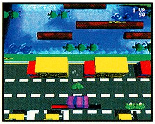
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
SPORTS	1-8	60%	1ST QTR. '98	SONY	SONY

Frogger

Don't worry, be hoppy

One of the '80s' most beloved games soon will be hopping onto the PlayStation. Although the game begins with the familiar arcade level, Frogger soon progresses through 10 3-D environments, spanning a total of 50 treacherous levels.

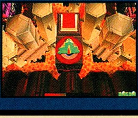


To help him on his journey, Frogger has a variety of new moves, such as Power Croak, Heat-Seeking Tongue and Super Jump!

In addition to the familiar one-player action, the new-and-improved Frogger will have four-player action viewed via a quad split-screen. (Can you say "party game?")

Although the home license still belongs to Konami, Hasbro wanted to do a Frogger title so badly they struck a deal with them.

Frogger will be playable on next month's demo disc, so you'll be able to see for yourself if the game is all it's croaked up to be.



STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
PLATFORM	1-4	95%	DECEMBER	HASBRO	MILLENIUM

Get the point? This magazine is loaded with reasons why you need the SA-VA7 speakers—a sound system that can rattle your inner organs. It's 17 inches of the most realistic sound projection you'll ever drool over. Bib sold separately.

MAIN POWER
SONY
PERSONAL SURROUND SOUND SYSTEM SAVA 7
SONY
PlayStation
SELECT
START

Call **1-888-625-2876** to purchase the SA-VA7 speakers and you'll receive the Playstation™ Underground™ CD Magazine, a CD carrying case, and a Sony baseball cap.

Jet Moto, Playstation and Underground are trademarks of Sony Computer Entertainment America Inc. Offer expires January 31,1998.
©1997 Sony Computer Entertainment America Inc. ©1997 Sony Electronics Inc. All rights reserved. Sony is a trademark of Sony.

SONY

www.sony.com/sava

GREATEST HITS

RAYMAN®

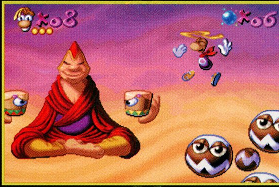
THE GOOF-BALL ACTION-HERO IS BACK!

"A+"
ENTERTAINMENT WEEKLY

"EDITOR'S CHOICE AWARD"
COMPUTER GAMES STRATEGY PLUS

"MEGAWARD"
GAMEFAN

"BEST CHARACTER,
BEST ANIMATION,
BEST SOUNDTRACK"
1996 VIDEO GAME BUYER'S GUIDE



"GAME OF THE MONTH"
ELECTRONIC GAMING MONTHLY

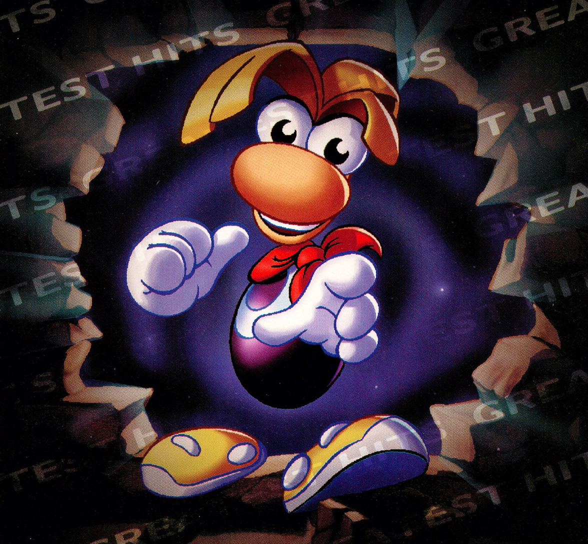
"BEST GRAPHICAL ADVENTURE"
DIGITAL TURF TV

PlayStation™

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

Ubi Soft
ENTERTAINMENT

The Best Platform Game for the PlayStation™ Just Became a Greatest Hit!



Now Available For a "Greatest Hit" Price at These Fine Stores (and other retailers):

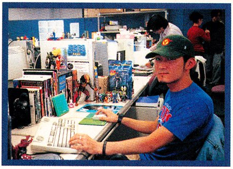
K·B toys
BEST BUY
Circuit City
EB electronics boutique
TOYS"Я"US
Babbage's America's Software Headquarters
software Etc

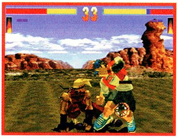
Now Also Available for Your PC --
Rayman Gold The Complete Original Adventure PLUS 24 New Levels and MORE!

Check it out at:
www.ubisoft.com
1-800-UBI-SOFT

© 1997 Ubi Soft Entertainment, Inc. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective holder.

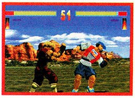
Polygon Magic





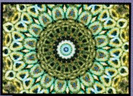
OPM was recently invited by T*HQ to visit the Japanese developers of the game Vs. International correspondent Stuart Levy found out all the details for us.

We were greeted at the Polygon Magic offices by the welcoming waves and smiling faces of T*HQ's VP, Mike Haller, and PM's prez, Masaru Yoshioka. Inside a conference room, we also met Takahiro Koike (VP of development) and Satoshi Kawakami (chief programmer). Soon, we were discussing the relationships between Visual Science, Digital Hollywood and Polygon Magic. This fascinating group of companies was the first to operate and lease out a full motion-capture studio in Japan, as well as co-develop a range of video games published by Taito and others. Between the companies, development equipment includes 100 SGIs, 200 Macs, 50 NT workstations and 50 DOS machines (albeit the SGIs are predominantly indies...still though, 100 is an impressive number). Yoshioka-san revealed to me his company's plans to create cutting-edge 3-D video games, as well as multimedia and digital television-based content. Certainly, T*HQ must be credited for discovering such an ambitious and visionary group. The most impressive thing about Vs., the new game T*HQ and Polygon Magic jointly produced is just that—this was truly a joint effort between the two companies, an international co-production from the start. Since most video games are produced in one territory and licensed in another, it is rare to find a game produced in both Japan and the U.S. with the single purpose of combining the best elements of each country's strength. Without delving too deeply into the specifics of the game (*OPM* covers Vs. in depth elsewhere), let me note that the characters were designed in America by a Japanese-American illustrator, with assistance and comments from the Japanese staff of PM, while the engine and backgrounds were developed in Japan, with storyboarding done on both sides of the Pacific. Of course, the music is distinctly American "alternative-rock." T*HQ's Haller explained that the look and feel of Vs. was intentionally done with an American comic book style, through the eyes of Polygon Magic, a Japanese company. This explains some of the intriguing art in the game, especially in the backgrounds and character costumes.

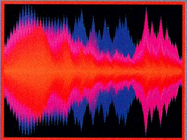


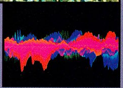
We were taken on a tour of the facilities, including an enormous open-spaced room with rows and rows of computers. Yoshioka-san was truly excited about PM's future and the opportunities they have to create new games like Vs. Since T*HQ was the first project together, I predict that the new couple of releases co-produced by these two companies will improve, leading to strong anticipation and the real possibility of a mega-hit.

Baby Universe



Among the recent outburst of truly unique PlayStation titles is the unusual Baby Universe from Sony Computer Entertainment International and Fumiya Fujii. Billed as a 3-D kaleidoscope and best described as an electronic light show, Baby Universe takes music from any CD (including some ambient tracks on the game disc) and turns it into a spectacular colored display which can be manipulated in a multitude of ways. Leave it on at a party for a great conversation piece.





stats:

AVAILABILITY	PUBLISHER	DEVELOPER
Now	SCEI	Fumiya Fujii

ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.

(BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to lock and load, pal. Straight from arcades everywhere, here comes Maximum Force. It's you against elusive terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down slimeballs on three completely different missions. Blast your way into more than 35 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Maximum Force, there's no such thing as too much firepower. Go ahead; pull the trigger.

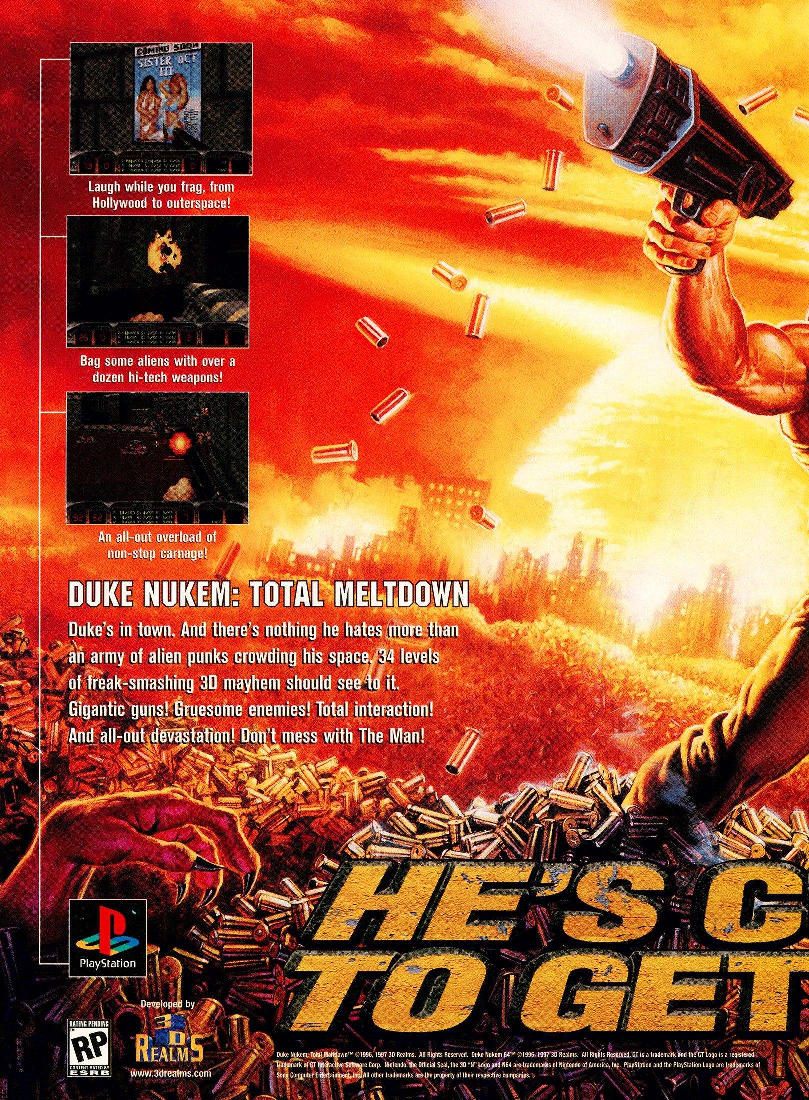
MAXIMUM FORCE

PULL THE TRIGGER

MIDWAY

MATURE
M
AGES 17+
CONTENT RATED BY ESRB

Maximum Force™ ©1997 Atari Games Corporation. All rights reserved. Developed by Mesa Logic Inc. Midway is a registered trademark of Midway Games Inc. Maximum Force is a trademark of Atari Games Corporation. Distributed by Midway Home Entertainment Inc. under license. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Sega™ and Saturn™ are trademarks of Sega Enterprises Ltd.



Laugh while you frag, from Hollywood to outerspace!

Bag some aliens with over a dozen hi-tech weapons!

An all-out overload of non-stop carnage!

DUKE NUKEM: TOTAL MELTDOWN

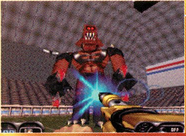
Duke's in town. And there's nothing he hates more than an army of alien punks crowding his space. 34 levels of freak-smashing 3D mayhem should see to it. Gigantic guns! Gruesome enemies! Total interaction! And all-out devastation! Don't mess with The Man!

PlayStation

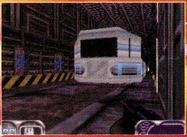
RATING PENDING
RP
CONTENT RATED BY ESRB

Developed by
3D REALMS
www.3drealms.com

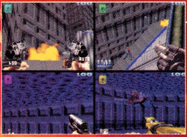
Duke Nukem: Total Meltdown™ ©1996, 1997 3D Realms. All Rights Reserved. Duke Nukem 64™ ©1996, 1997 3D Realms. All Rights Reserved. GT is a trademark and the GT Logo is a registered trademark of GT Interactive Software Corp. Nintendo, the Official Seal, the 3D "N" Logo and N64 are trademarks of Nintendo of America, Inc. PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment, Inc. All other trademarks are the property of their respective companies.



Big weapons and bigger bosses for a fun-filled fragfest!



Earthquakes, exploding buildings and working subways!



Four-player, split-screen Dukematch action.

DUKE NUKEM 64

From L.A. to the moon – 32 towering levels of 100% interactive carnage! On film sets, in bars, on moving subways...no butt-ugly alien is safe from the wrath of Duke! Grenade Launchers. Shrink Rays. Hardcore 3D action. And graphics to kill for! Duke's coming to take out the garbage!

NINTENDO64

WWW.GTGAMES.COM

GT Interactive Software

www.gtinteractive.com

CRASH BANDICOOT 2

A little balance goes a long way

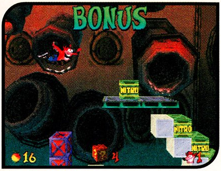
Either you love him or you hate him. That's really the bottom line. It's not necessarily a bad thing; some famous person whose name I can't remember right now once said, “You can love me, or you can hate me. At least you're thinking of me.” Maybe it was Adam Ant. (Or maybe it was me, just now. Sounds nice, though, don't you think?) Anyway, it's the state that wacky marsupial, Crash Bandicoot, finds himself in in the well-designed sequel to the PlayStation's first mascot platformer.

See, the original Crash Bandicoot, although well-received by the public at large, drew criticism from the gaming press for its often-frustrating level design and its equally frustrating semi-3-D environment. And although many improvements have been made to the overall structure of the game, the engine remains fundamentally unchanged—which means that many of the issues that critics had with the game are still present. But I'm getting ahead of myself.

The level organization is the first improvement I noticed in the game. Level progression is much more non-linear: Crash begins his quest in a circular Warp Room which opens onto five different levels. They are numbered one through five, but he can enter them in any order. He must, however, retrieve a special crystal from each of the five levels and defeat a level Boss in order to advance to the next group of five levels, and so on. Once a new set of levels has been opened, Crash can choose from any of the levels he's seen. This helps reduce the monotony which can set in when attempting to conquer a particular level; run up against a wall too many times, and you can just move on to the next level. (You'll need to come back eventually, but at least you can take a break from the problem level and still advance in the game.)

Also, games can now be saved in any of the Warp Rooms, eliminating the need to conquer the challenging “Bonus” (notice the quotes) levels to obtain passwords in the original Crash. Bonus levels in Crash 2 really are a bonus, giving players the chance to try for extra lives without risking losing any (which is a good thing, considering Crash 2's bonus levels are some of the most challenging in the game).

“A much more game than its



Official U.S. PlayStation Magazine ratings at a glance

THE COLOR SCHEMES

BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:

- Action/Adventure
- RPG
- Fighting
- Puzzle/Strategy
- Sports/Racing
- Platform

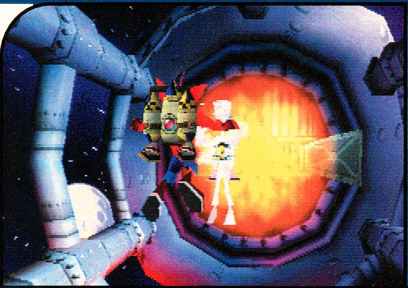
THE RATING SYSTEM

●●●●● Excellent. A must-have game.
●●●●○ Very good. Well worth your time.
●●●○○ Good. Its flaws can be overlooked.
●●○○○ Below average, but not awful.
●○○○○ Almost offensive in its badness.

playSTATS

1 Player | Analog Controller Compatible | Memory Card 1 block | Sony

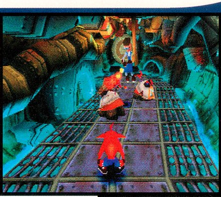
CRASH IS STILL ONE OF THE BEST-LOOKING PLAYSTATION TITLES AVAILABLE. VISUAL EFFECTS ABOUND, BUT THEY NEVER SEEM TOO FLASHY.



Crash's new abilities, animations and vehicles also contribute much-needed variety to the game, as well as providing some real comic relief. (Crash's victory animation after retrieving a crystal, for example, is an unending source of amusement.)

Like I said, though, the fundamental gameplay is basically unchanged, which means you'll still find yourself missing jumps you thought you'd make and misjudging distances all over the place due to the game's unique limited 3-D setup. If you were frustrated by this in the original Crash, you'll probably have similar problems with Crash 2. This one is, however, much more forgiving, so it's not nearly as irritating. And besides, you can always hit another level and come back to the problem ones later. The many different level types, from the familiar-looking jungle levels to the all-new jetpack levels, mix the action up enough to keep things interesting. So while you might groan when heading into a particular level type (like I did in the sewer levels), you can expect the next level to be something completely different.

carefully balanced predecessor."



However flawed, Crash 2 is still a much more carefully balanced game than its predecessor. Love him or hate him, this one is at least worth a look. It's just plain fun.

—Joe Rybicki

Official U.S. PlayStation Magazine

box score

Pros

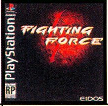
- Extremely varied levels
- Great new abilities and animations
- Top-notch graphics and sound
- Music by Mark Mothersbaugh! (DId someone say Devo?)

Cons

- The limited 3-D still poses problems
- Some odd collision errors
- Bosses are too easy

Official Rating

● ● ● ● ○



playSTATS

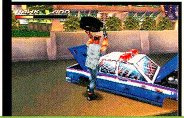
1 or 2 Players

Memory Card 1 block

Analog Controller Compatible

Eidos

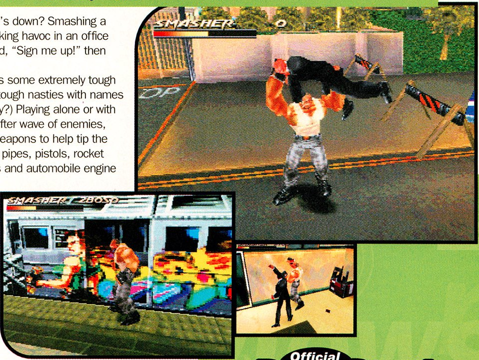
FIGHTING FORCE



"Good ol' buddy-bashin' fun"

Ever feel like kicking a guy while he's down? Smashing a Coke machine to little bits? Wreaking havoc in an office building? If you, like me, answered, "Sign me up!" then Fighting Force is definitely for you.

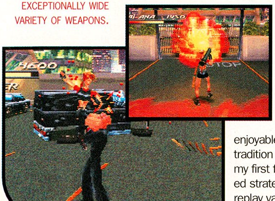
This rambling brawler from Eidos features some extremely tough characters going up against some equally tough nasties with names like "Misery," "Baldy" and "Smiley." (Smiley?) Playing alone or with a friend, you work your way through wave after wave of enemies, picking up a wide array of miscellaneous weapons to help tip the scales in your favor. Weapons include lead pipes, pistols, rocket launchers, fire extinguishers, ATM monitors and automobile engine blocks. You can destroy most objects you come across, and most yield some sort of shrapnel which can be turned into a makeshift bludgeon.



What most impressed me about Fighting Force was the surprisingly advanced enemy artificial intelligence. I noticed groups of baddies circling around to attack my character from the rear, distracting me while others attacked on my character's blind side, picking up weapons I'd dropped, and even using different tactics depending on the strength of my character. It forced me to think strategically, instead of just throwing my character headfirst into the fray. That was a pleasant surprise, considering I was expecting nothing more than a brainless bash-fest.

EACH OF THE FOUR CHARACTERS HAS A UNIQUE ARSENAL OF HAND-TO-HAND ATTACKS, AS WELL AS THE ABILITY TO USE AN EXCEPTIONALLY WIDE VARIETY OF WEAPONS.

Level design could have used some work; I would have liked to have a bit more freedom to roam through the levels. There were a few too many sealed doors and blocked-off hallways for my taste. Adding some freedom and variety would have helped break up the occasional monotony, as well. And some weak collision detection marred the visual impact of the detailed levels.



Nevertheless, Fighting Force is an extremely enjoyable arcade-style fighter in the tradition of Double Dragon (one of my first favorites), with some limited strategic elements added for replay value. Play it with a friend for some good ol' buddy-bashin' fun.

—Joe Rybicki

Official U.S. PlayStation Magazine box score

Pros

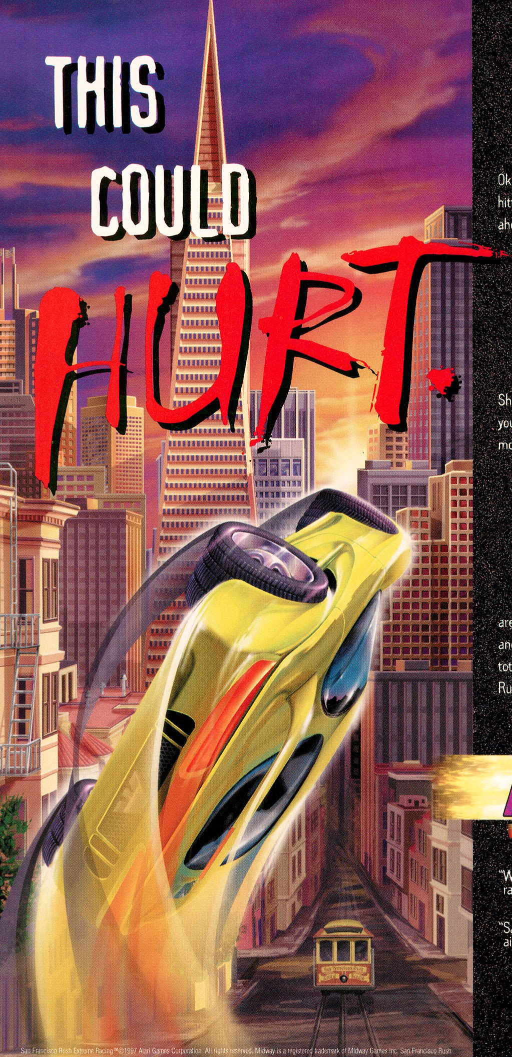
- **Kick a guy while he's down!**
- **Good enemy AI**
- **Wide range of interesting weapons**

Cons

- **Some collision problems**
- **You can't really roam freely**
- **Levels can get monotonous**

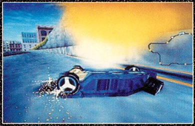
Official Rating

● ● ● ○ ○



Okay, so you're flying through the city of San Francisco hitting a heart-pounding speed of 160 mph. But up ahead is Lombard Street -- famous for its many curves.

Should you slow down? Or push the pedal? We suggest you nail it. Because you're in San Francisco Rush, the most awesome racing game to ever come home. There are shortcuts. Hidden keys to help you find cool cars and even more shortcuts. And, of course, speed, air and totally awesome crashes. So bring home San Francisco Rush today. It won't hurt as much as you think.



SAN FRANCISCO RUSH
EXTREME RACING

"What makes San Francisco Rush a great game is it's pure, raw, unadulterated fun."
Ultra Gameplayers

"San Francisco Rush is a game that's all about air. Not hot air...but real air."
Game Informer Magazine

MIDWAY

CD-ROM NINTENDO64 PlayStation KIDS TO ADULTS K-A CONTENT RATED BY ESRB

San Francisco Rush Extreme Racing™©1997 Atari Games Corporation. All rights reserved. Midway is a registered trademark of Midway Games Inc. San Francisco Rush Extreme Racing is a trademark of Atari Games Corporation. Distributed by Midway Home Entertainment Inc. under license. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1997 Nintendo of America Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.
5411-97

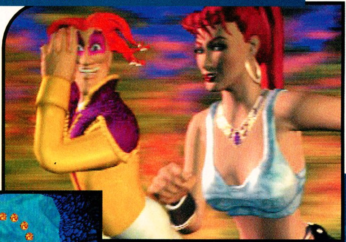
playSTATS

1 Player | Memory Card 1 block | Midway

PlayStation
Pandemonium 2
Midway

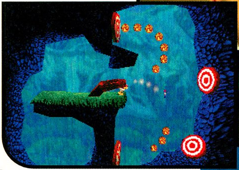
PANDEMONIUM! 2

"What the hell is that?!"



Pandemonium. Yes, you can say that again. I never figured out what the developers from Crystal Dynamics were thinking or even smoking when they were creating this sequel. Bizarre is an understatement. If you've been exposed to the predecessor you will be ready for things to come in the game, but if you're that fresh new meat you will tend to stop at times and look at the backgrounds and animations and say to yourself, "What the hell is that?!"

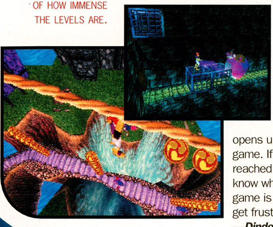
Pandemonium! 2 has matured as you can tell by the new look of Nikki, Fargus and Sid. Age has hit Fargus, but he still has that bizarre feel about him. And Nikki...you can just imagine her at your own discretion.



Play mechanics are generally the same as before. Nikki and Fargus have the same basic moves with touches on their abilities. Unlike before, Fargus can hurl Sid to collect items such coins or icons where they cannot be reached by jumping or other means of action. This is something that Fargus has as an advantage over Nikki and should not be overlooked. Strengths for Nikki haven't change drastically, and she did in fact improved her magic skills and jumping ability, which Fargus lacks. She can now double jump, enabling her to reach secret areas where Fargus cannot reach. There are tons of secrets in this game. Depending on who you choose to play that level you may not be able to get to those secret areas. You may have to go back and forth between levels, changing characters in trying to find all of the secrets. This is good. It adds challenge to a player and provides replay value to the game.

The perspective of the game always changes. Gameplay has improved with levels that are more interactive, plus there are more puzzles and secrets. Just when you thought you cleared the level, something else opens up another section of the game. If you're lucky and have reached the final level, you will know what I am talking about. The game is a bit hard; beginners may get frustrated. A very good sequel.

—Dindo Perez



CAMERA ANGLES CONSTANTLY CHANGE THROUGHOUT THE LEVELS. VARIOUS PERSPECTIVES LIKE THESE GIVE YOU A SENSE OF HOW IMMENSE THE LEVELS ARE.

Official U.S. PlayStation Magazine box score

Pros

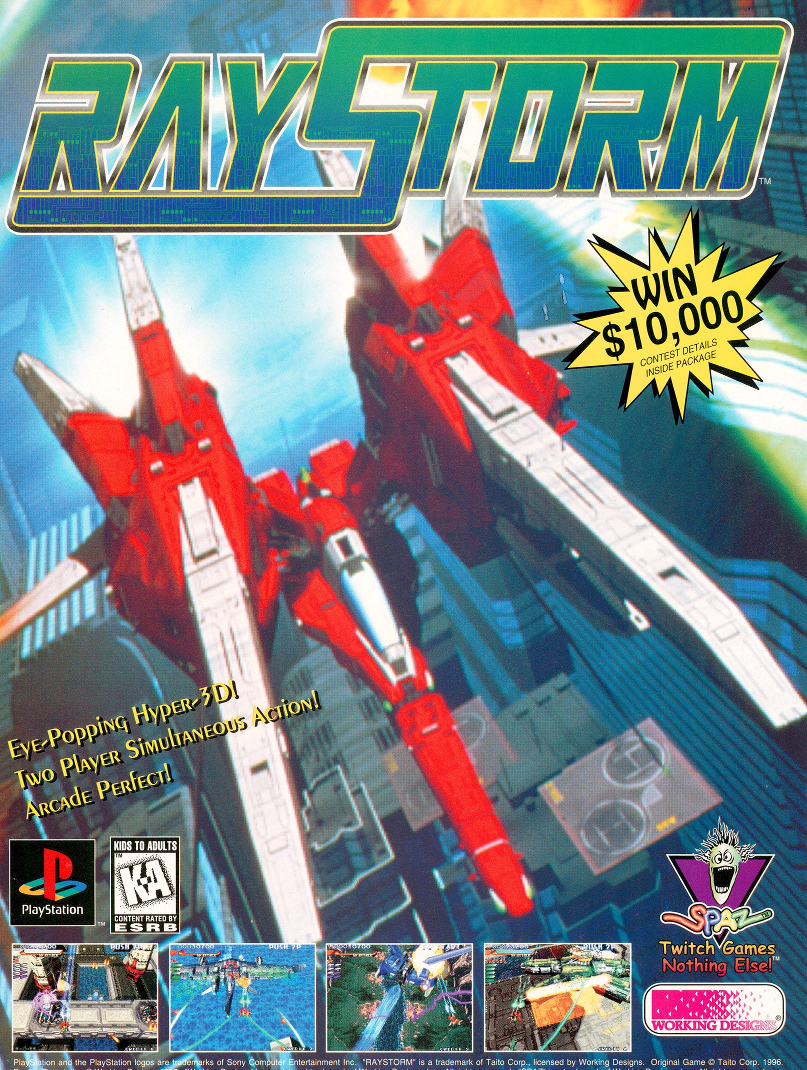
- Lots of secrets and puzzles
- Good variety of gameplay for each level
- Wat says Nikki is hot!

Cons

- Some areas look too bitmapped
- It's a bit too difficult at times; can be frustrating

Official Rating

● ● ● ◐ ○


RAYSTORM™
WIN $10,000
CONTEST DETAILS INSIDE PACKAGE
Eye-Popping Hyper-3D!
Two Player Simultaneous Action!
Arcade Perfect!
PlayStation™
KIDS TO ADULTS
KA
CONTENT RATED BY ESRB
PUSH 2P
CREDIT 6
CREDIT 7
CREDIT 5
CREDIT 6
SPAZ™
Twitch Games Nothing Else!™
WORKING DESIGNS®

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. "RAYSTORM" is a trademark of Taito Corp., licensed by Working Designs. Original Game © Taito Corp. 1996. English Translation © Working Designs 1997. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. "SPAZ" is a trademark of Working Designs, Inc. All rights reserved. C'mon R-Gray light my fire!? For a dealer near you, call (916) 243-3417. Call 1-800-771-3772 for Game Rating Information.

PICK A

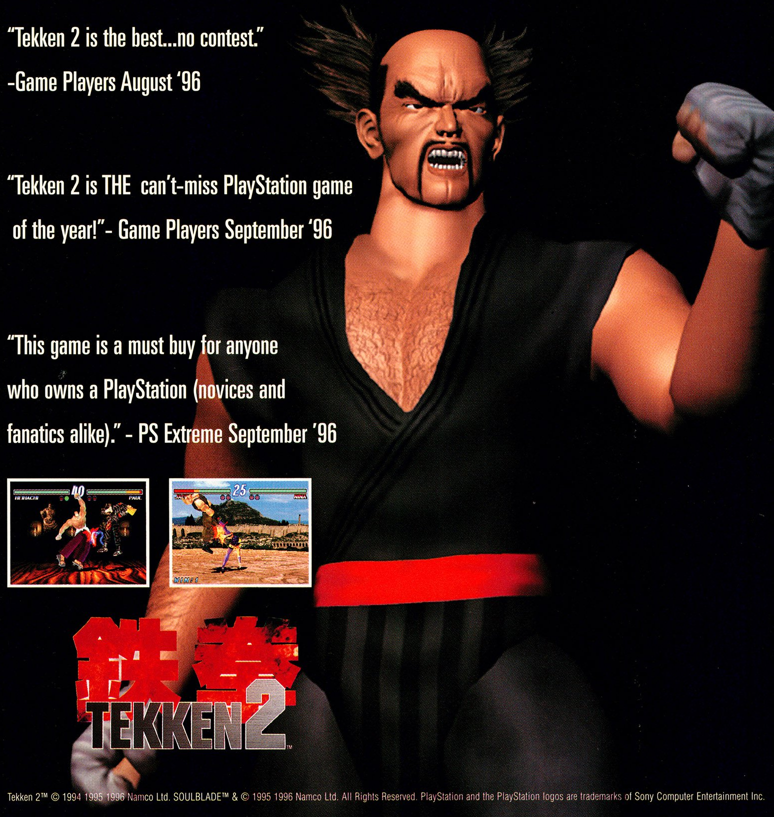
(HEY, IT'S CHRISTMAS.

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!"- Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



鉄拳 TEKKEN 2™

Tekken 2™ © 1994 1995 1996 Namco Ltd. SOULBLADE™ & © 1995 1996 Namco Ltd. All Rights Reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

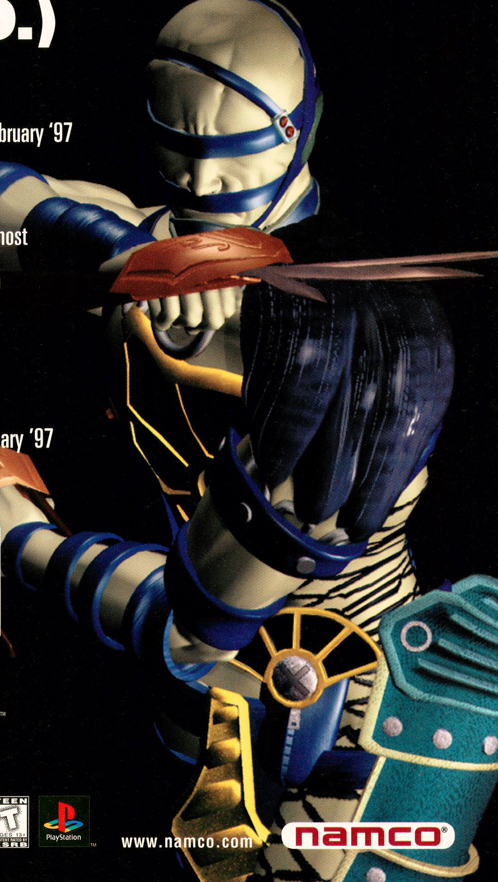
FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



WIN : 1
29
CHALLENGER
TAKI
LI LONG

WIN : 1
29
CHALLENGER
TAKI
MITSURUGI

SOULBLADE™

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

PlayStation™

The ratings icon is a trademark of the Interactive Digital Software Association.

www.namco.com

namco®

playSTATS

Analog Controller Compatible

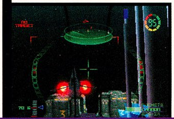
1 Player

Memory Card 1 block

Psygnosis

PlayStation
G POLICE

G POLICE

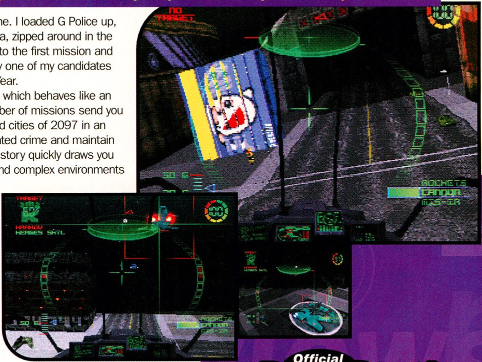


> "A unique, challenging and engrossing title"

Wow. This one really snuck up on me. I loaded G Police up, watched the amazing intro cinema, zipped around in the training levels for a bit, jumped into the first mission and was instantly hooked. This is easily one of my candidates for Best of the Season, if not Best of the Year.

In G Police, you control an attack vehicle which behaves like an extremely maneuverable helicopter. A number of missions send you careening through the streets of the domed cities of 2097 in an attempt to combat corporate and gang-related crime and maintain the peace. An engrossing, well-fleshed-out story quickly draws you into the futuristic world, and the detailed and complex environments provide a challenging arena for your ever-escalating battles. The constant stream of radio chatter also helps draw the player into the fictional world.

Mission objectives range from simple seek-and-destroy sorties to running escort for corporate dignitaries. Each one proved sufficiently challenging, and yet with the exception of one mission I felt like I was making steady progress throughout. (That mining drone mission is a bitch.) Occasional assistance is provided by a wingman, although they never seem to contribute all that much to the mission objectives.

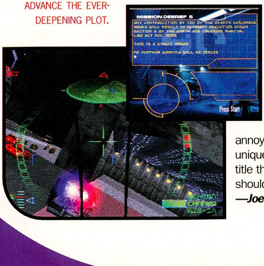


The controls, which are crucial in a game which sends you blazing through skyscraper canyons, are excellent, although the complex controls do take some getting used to. Although a bit over-sensitive at first, the dual-analog pad quickly became my weapon of choice, especially with the right stick configured to look around the cockpit.

The somewhat jerky frame rate and extremely noticeable draw-in can be adjusted from the comprehensive Options Screen, although never quite eliminated. And I did notice a strange popping sound in the speakers during radio communication, which got a bit annoying. But overall, G Police is a unique, challenging and engrossing title that no sci-fi or flight-sim fan should miss.

—Joe Rybicki

COMMUNICATIONS FROM HEADQUARTERS, LIKE THE ONE SHOWN AT RIGHT, ARE PRESENTED BEFORE AND AFTER EACH MISSION TO HELP ADVANCE THE EVER-DEEPENING PLOT.



MISSION DEBRIEF 5

ANY CONTRADICTION BY YOU OF THE EVENTS DESCRIBED ABOVE WILL RESULT IN SUMMARY EXECUTION UNDER SECTION 2 OF THE EARTH AND COLONIES MARTIAL LAW ACT REV. 2089.

THIS IS A DIRECT ORDER

NO FURTHER WARNING WILL BE ISSUED

Official U.S. PlayStation Magazine box score

Pros

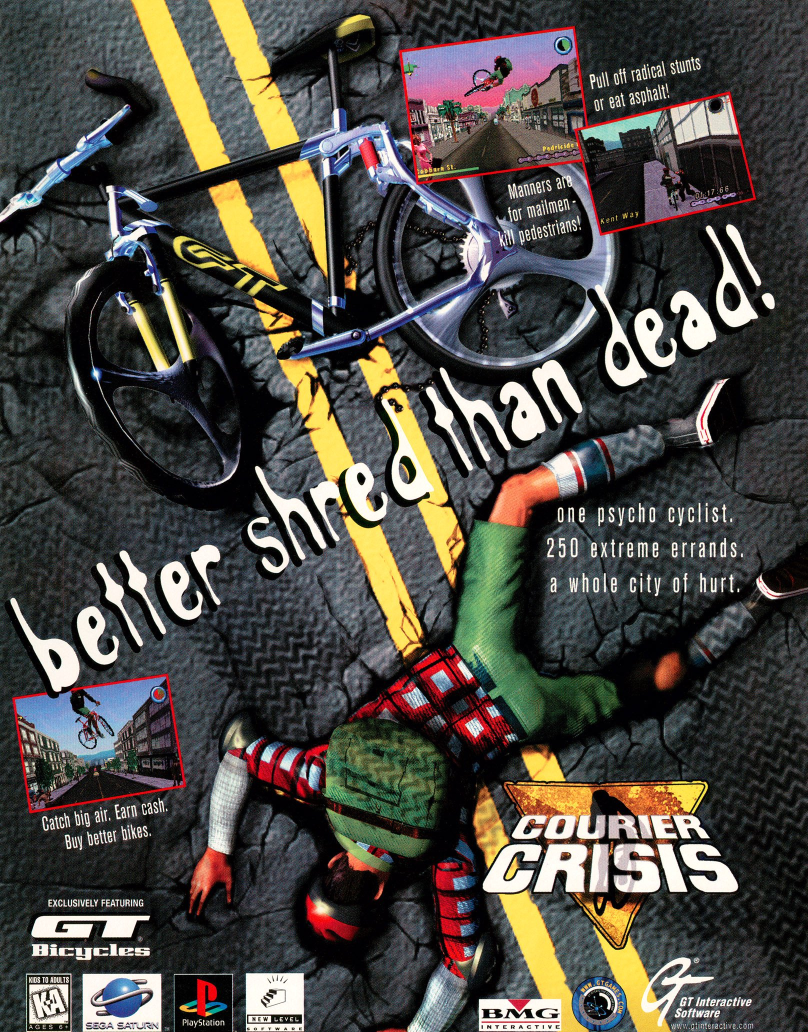
- Detailed environments
- Great control
- Detailed, well-fleshed-out story

Cons

- Noticeable draw-in
- Minor audio problems
- No damage from collisions!

Official Rating

● ● ● ● ◐


Pull off radical stunts or eat asphalt!
Pedricide
Cobburn St.
01:17:66
Kent Way
Manners are for mailmen - kill pedestrians!
better shred than dead!
one psycho cyclist.
250 extreme errands.
a whole city of hurt.
Catch big air. Earn cash. Buy better bikes.
COURIER CRISIS
EXCLUSIVELY FEATURING
GT Bicycles

KIDS TO ADULTS
K-A
AGES 6+
SEGA SATURN
PlayStation
NEW LEVEL SOFTWARE
BMG INTERACTIVE
WWW.GTGAMES.COM
GT Interactive Software
www.gtinteractive.com

Courier Crisis ™ ©1997 New Level Software. The New Level logo is a trademark of New Level Software. Used under license from BMG Interactive International, a unit of BMG Entertainment. The BMG logo is a trademark of BMG Music. All rights reserved. Distributed by GT Interactive Software Corp. GT is a trademark and the GT Logo is a registered trademark of GT Interactive Software Corp. PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment, Inc. Sega Saturn and the Sega Saturn Logo are trademarks of Sega Entreprises, Ltd. All other trademarks are the property of their respective companies.

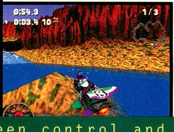
playSTATS

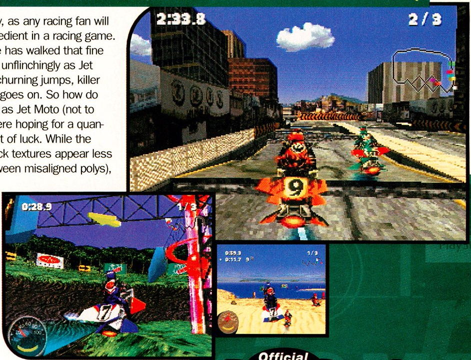
1 or 2 Players | **Memory Card 1 block** | **Analog Controller Compatible** | Sony

PlayStation
Jet Moto 2

JET MOTO 2

Walking the line between control and anarchy





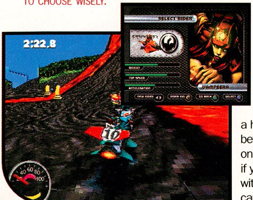
Controlled chaos. That elusive quality, as any racing fan will tell you, is the most important ingredient in a racing game. And no other PlayStation racing title has walked that fine line between control and anarchy as unflinchingly as Jet Moto. The game had it all: speed, stomach-churning jumps, killer wipeouts, a great Two-player Mode—the list goes on. So how do you go about improving a game as excellent as Jet Moto (not to mention doing so in a year's time)? If you were hoping for a quantum leap in the quality of graphics, you're out of luck. While the graphics engine seems better optimized (track textures appear less grainy and there are fewer white seams between misaligned polys), the jump in quality is far less dramatic than the one between Twisted Metal 1 and 2, two other SingleTrac hits. SingleTrac also tweaked the game's physics and added spot-on analog control and a slew of new tracks, which are even more wicked (if you can imagine that) than those found in its celebrated predecessor. The good news is if you liked the first Jet Moto, you'll find much to like here. The bad news is since SingleTrac got the game so right the first time around, there really isn't a compelling reason to run out and buy the sequel.

FANS OF THE ORIGINAL WILL FIND MANY OF THE SAME CHARACTERS, PLUS SOME NEW FACES. RIDER CHOICE WILL HEAVILY INFLUENCE GAMEPLAY, SO BE SURE TO CHOOSE WISELY.

As in the first installment, there are a variety of colorful riders to choose from, but the real stars of the game are the tracks. Players can race over an earthquake-ravaged L.A., a scorching lava field and a roller coaster, among others. The tracks are so treacherous the grappling towers are now used to keep riders from falling to their deaths rather than simply facilitating turning. SingleTrac also has added a trophy room feature that allows gamers to unlock hidden modes, such as a Trick Mode, adding a good deal of replayability.

So what's the final verdict? If you're a new PlayStation owner, the original Jet Moto, priced at a hot $19.95, probably is a better value. If you beat the first one and are dying for more or if you're looking for a new game with analog support, you really can't go wrong with Jet Moto 2.

—Gary Mollohan



Official U.S. PlayStation Magazine box score

Pros

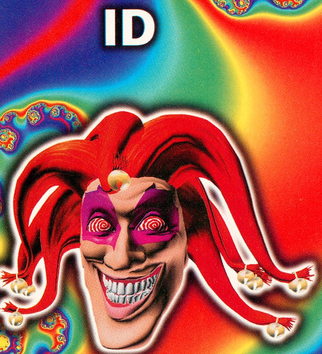
- Sexy analog control
- Bigger, badder tracks
- Trophy Room feature

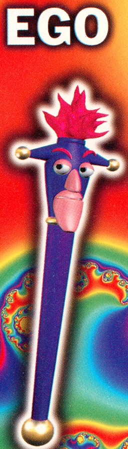
Cons

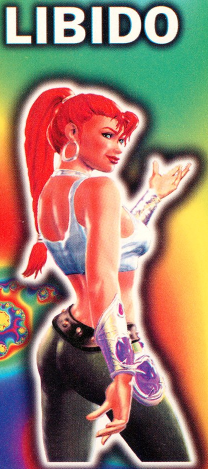
- Insane difficulty
- Not all that different than the first
- Kawasaki still hasn't released real Jet Moto bikes

Official Rating

● ● ● ◐ ○



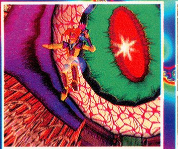


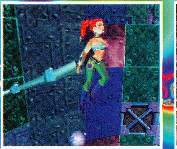


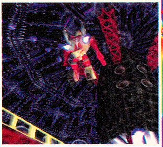
Satisfy all your needs, wants and desires.

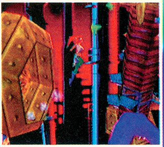
Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump–then dominate with Fargus' maniacal attacks by hurling his viper-tongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.

Pandemonium 2
PlayStation
Crystal Dynamics


Fargus is a raving maniac prone to light fires now and ask questions later.


Nikki–equipped with powers that only big bad girls have.


Pilot a giant mech through warped 3D tunnels.


Hidden bonus levels take you to funky new places.

PlayStation

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

Call 1.800.771.3772 for
Game Rating Information

Pandemonium 2™

CRYSTAL DYNAMICS

Crystal Dynamics, the Crystal Dynamics logo, Pandemonium 2, and the GEX character are trademarks of Crystal Dynamics. ©1997 Crystal Dynamics. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc.

playSTATS

1 or 2 Players

Memory Card 1 block

Sony

PlayStation
Armored Core

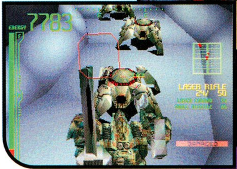
ARMORED CORE

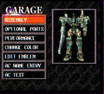
8238
LASER RIFLE

"An above-average title in a mediocre genre"

Like many people, when I first saw Armored Core I thought it was going to be a cheap Virtual On knock-off. Considering that I find Virtual On one of the most annoying arcade titles to come along in quite some time, I was prepared to dismiss this game quickly. I am happy to say that I was pleasantly surprised by what I found when I actually sat down and played it.

Armored Core, like Virtual On, is a game of mech combat. And like that Sega title, you can play one-on-one against a friend or a single computer opponent. But that's where the similarities end, since this game has more to it than Virtual On players could dream of.

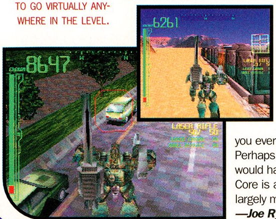




Want to customize your mech, from weapons and propulsion down to color and insignia? No problem. Want to take it out into an open area and pit it against multiple opponents? You got it. How about specific missions, perhaps with credits awarded toward the purchase of new equipment? Absolutely. This game has all that, and more.

Perhaps the most surprising thing about Armored Core is that it exists in a well-developed, consistent universe. You can involve yourself in this universe as much as you'd like; if your only desire is to get out there and destroy something, you'll find missions allowing you to do just that. If you have something more complex in mind, you'll find that as well. The developers seem to have managed to appeal to both the arcade gamers and the mech fanatics, which is no small feat.

ENVIRONMENTS ARE LARGE AND NICELY DETAILED, AND THE MECHS' ROCKET BOOSTERS GIVE PLAYERS THE ABILITY TO GO VIRTUALLY ANYWHERE IN THE LEVEL.



The game is graphically rich, which may have come at the expense of responsive controls; they do seem a bit sluggish at times, but that may have been an intentional side effect of the mechs' enormous weight. Analog support could have made the controls more responsive, but this is unfortunately absent. And the Two-player Mode, although fun, is held in arenas large enough to get lost in; time can run out without you ever seeing your opponent. Perhaps a longer-range radar would have helped. Still, Armored Core is an above-average title in a largely mediocre genre. Good work.

—Joe Rybicki

Official U.S. PlayStation Magazine box score

Pros

- Well-developed, consistent world
- Head-to-head two-player action
- Good interface

Cons

- Somewhat sluggish controls
- No analog support
- Two-player arenas are too large

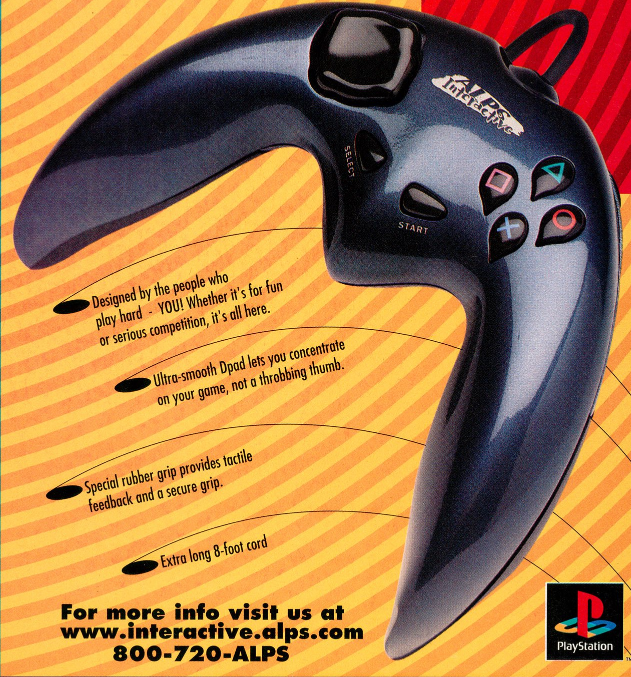
Official Rating

● ● ● ◐ ○

POWER and PERFORMANCE

GAMEPAD

Ever feel like driving a Porsche®? Want to? The Alps Gamepad for the Playstation™ game console offers you the power, performance, and handling you've been waiting for in a sleek, high-tech, finely-tuned and tested controller designed by professional game players to meet the demanding needs of today's gamers.



- Designed by the people who play hard - YOU! Whether it's for fun or serious competition, it's all here.
- Ultra-smooth Dpad lets you concentrate on your game, not a throbbing thumb.
- Special rubber grip provides tactile feedback and a secure grip.
- Extra long 8-foot cord

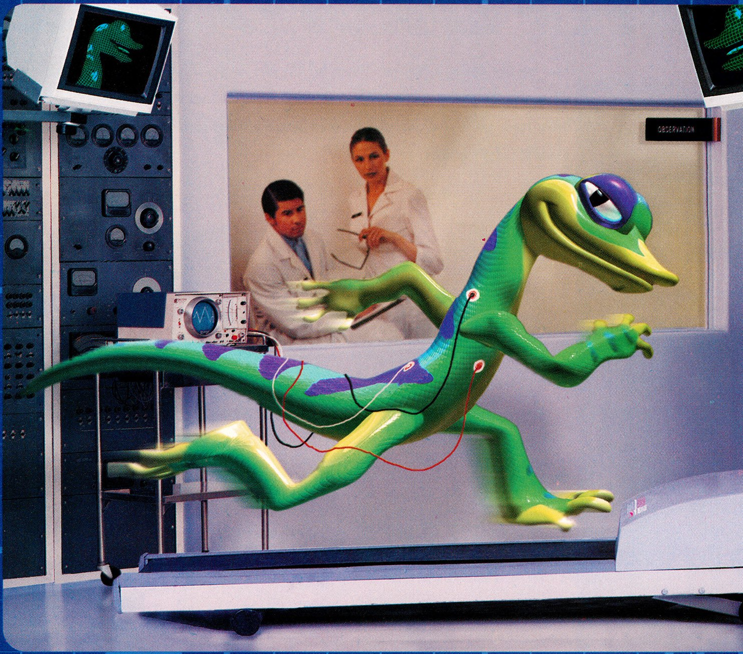
For more info visit us at
www.interactive.alps.com
800-720-ALPS

PlayStation™

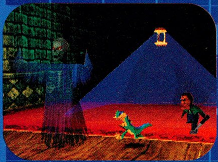
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. **PlayStation** and **PlayStation** logos are trademarks of Sony Computer Entertainment Inc. Alps is a registered trademark of Alps Electric Co., Ltd. of Japan. Alps Interactive and the Alps Interactive logos are trademarks of Alps Electric Co., Ltd. Patent Pending. Porsche® is a trademark of Dr. Ing. h. c. F. Porsche AG.

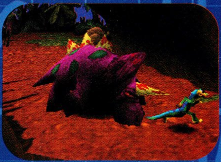
ALPS Interactive™

WE'VE REBUILT HIM... MADE HIM STRONGER



GEX is juiced with over 125 unique moves, 3,400 frames of fluid character animation and seamless lizard skin texturing. HBO® comedian Dana Gould returns as the voice of GEX, lampooning Hollywood's finest with over 500 lip-synched celebrity impressions and smart ass one-liners.





PlayStation TM

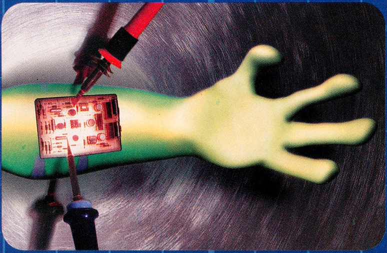
RATING PENDING
RP
ENTERTAINMENT SOFTWARE RATINGS BOARD

PC
CD-ROM

Call 1-800-771-3772 for Game Rating Information.
PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.
HBO is a registered service mark of Time Warner Entertainment Company, L.P.

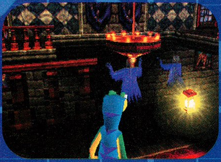
FASTER... WE HAVE THE TECHNOLOGY

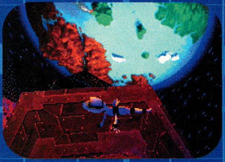
GEX: Enter The Gecko. An explosively new, free-roaming 3D action game. We're pushing the limits of 3D technology with 360 degrees of "go anywhere you want" exploration. Brilliantly detailed graphics and lightning fast Gecko action.



Rebuilt for secret agent action. Gravity-defying wall crawling. Whip-cracking tail-attacks. And multiple disguises. All in a sarcastic media-dimension parody. Take that James Baund, Fredrico Cruger and Mr. Lee (legal weasels require us to be vague).

GEX™
ENTER
THE GECKO





For more GEX product and contest info, visit our website at www.crystald.com.

Crystal Dynamics, the Crystal Dynamics logo, GEX, and the GEX character are trademarks of Crystal Dynamics.
© 1997 Crystal Dynamics. All rights reserved.

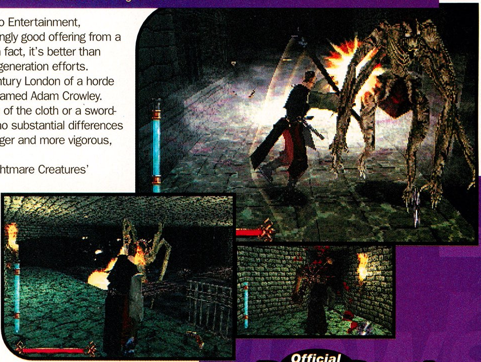
playSTATS

1 Player | Memory Card 1 block | Activision

NIGHTMARE
CREATURES
PlayStation
RP

NIGHTMARE CREATURES

"London is burning..."



Created by French developer Kalisto Entertainment, Nightmare Creatures is a surprisingly good offering from a first-time PlayStation developer. In fact, it's better than many companies' second- or third-generation efforts.

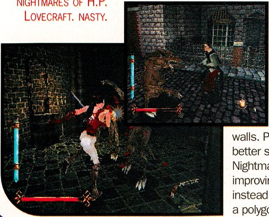
The object of the game is to rid 19th century London of a horde of monsters created by an evil alchemist named Adam Crowley. Gamers play as either a staff-wielding man of the cloth or a sword-wielding American girl, although there are no substantial differences between the two; Ignatious is slightly stronger and more vigorous, while Nadia is speedier.

Publisher Activision has been touting Nightmare Creatures' menagerie of monsters, which continue to attack despite the loss of limbs, tails and heads; however, I found the game's atmospheric, interactive levels even more impressive. Based on historical maps of the day, Nightmare Creatures' 16 levels are filled with hidden rooms, atmospheric effects (fog, falling leaves, fire) and physical hazards, such as falling ceilings and collapsing bridges. In fact, Nightmare Creatures' London is so well-developed it becomes the most compelling "character" in the game.

Although remarkable for a first-time effort, Nightmare Creatures is not without its problems. Choppy control makes certain actions, such as jumping, unnecessarily difficult.

Activision also took the liberty of remapping Nightmare Creatures' controls, making it difficult to scroll through your special items. I died numerous times during fights, because I couldn't select a health-up fast enough. Frustrating.

Enemies range from standard horror-movie fare to some truly disturbing creatures straight out of the darkest nightmares of H.P. Lovecraft. Nasty.



Kalisto should have made more substantial differences in the main characters, as well. Nadia, for instance, should be able to jump up to secret areas, while Ignatious should be able to break through certain walls. Perhaps Kalisto could have better spent their time tweaking Nightmare Creatures' controls or improving the game's camera instead of creating moves and a polygonal model for a second main character.

—Gary Mollohan

Official U.S. PlayStation Magazine box score

Pros

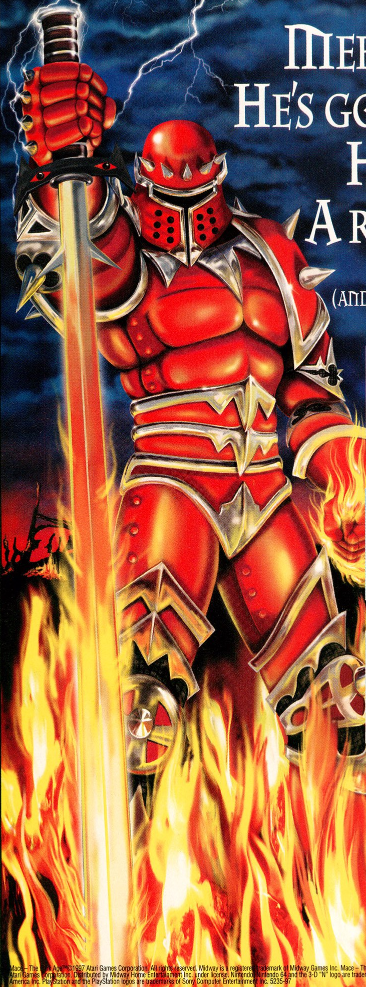
- **Highly atmospheric, interactive levels**
- **No mindless "throw-away" enemies**
- **Bloody dismemberments**

Cons

- **Choppy controls**
- **Underdeveloped characters**

Official Rating

● ● ● ◐ ○

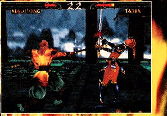


MEET LORD DEIMOS. HE'S GOT LOOKS THAT KILL. HANDS OF STEEL. A ROTTEN DISPOSITION.

(AND HE'S ABOUT TO GET MEDIEVAL UPSIDE YOUR HEAD.)

LORD DEIMOS
35
KOYASHA

MORDOS KULL
85
RAGNAR



Lord Deimos is just one of the vicious warriors you'll go against in Mace - The Dark Age. Each fighter comes with his or her own deadly weapon and so many different moves and combos that inflicting pain will be easier than ever before. And thanks to the arcade development of the "Voodoo Graphics" chipset, you'll get 3-D fighting as you've never seen before. So pick up Mace - The Dark Age today. But watch out for Lord Deimos - he's looking for his next victim.

MACE™ The Dark Age

EVERYTHING'S A WEAPON.

MIDWAY®

CD-ROM

MATURE AGES 17+ CONTENT RATED BY ESRB

Mace – The Dark Age™ ©1997 Atari Games Corporation. All rights reserved. Midway is a registered trademark of Midway Games Inc. Mace – The Dark Age and all character names are trademarks of Atari Games Corporation. Distributed by Midway Home Entertainment Inc. under license. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1997 Nintendo of America Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. 5235-97

PlayStation
Mortal Kombat Mythologies
Sub-Zero
Midway

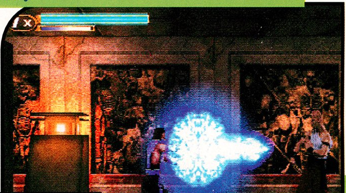
playSTATS

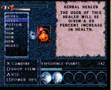
1 Player | Memory Card 1 block | Midway

MK MYTHOLOGIES

"An untimely fatality"

Wanting not one but two new Mortal Kombat titles in 1997, Midway made the unorthodox move of splitting up arguably the hottest duo in gaming, Ed Boon and John Tobias. The technophile of the pair, Boon was given the Herculean task of harnessing Midway's new Zeus chipset for the all-polygonal Mortal Kombat 4, currently burning up arcades everywhere. Tobias, who had always wanted to flesh out the MK mythos a bit more, was selected to helm Mortal Kombat Mythologies: Sub-Zero, the first MK title developed exclusively for home consoles. While MK4 remained true to the original premise of one-on-one arena combat, Mythologies is a total departure. The game is an action/platform game with an added dash of role-playing elements and full-motion video. That's not to say that MK fans will be totally lost when playing Mythologies for the first time. Along with the traditional digitized 2-D characters, Tobias chose to retain Mortal Kombat's familiar control scheme (albeit slightly modified) and combo system, which is something of a mixed blessing. While MK fans will instantly feel at home controlling Sub-Zero, jumping with PlayStation's stiff directional pad, notoriously bad at performing diagonal movements, is, quite frankly, a pain in the ass. Even more counterintuitive, the player must hit L2 to change direction. While I understand the necessity (the player may want to back up without changing direction), it still is a chore.



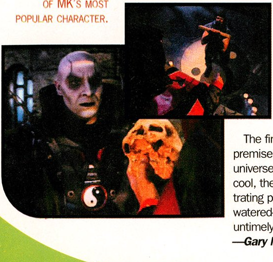


HERBAL HEALER
THE USER OF THIS HEALER WILL BE GIVEN A 50 PERCENT INCREASE IN HEALTH.

On the plus side, the polygonal backgrounds scale smoothly and retain the moody atmosphere of previous MK titles; however, the numerous background-to-foreground swinging hazards and platforms are extremely tough to judge, compounding the frustration. I was also disappointed by the combat. While all the old combos still work, it's generally easier to just throw the bad guys off a ledge, diminishing the fun.

The final verdict: While the premise of opening up the MK universe for free exploration is cool, the awkward controls, frustrating platform elements and watered-down fighting result in an untimely fatality for Mythologies.

—Gary Mollohan



FULL-MOTION VIDEO CINEMAS HELP ADVANCE THE GAME'S DARK STORY, PROVIDING INSIGHTS INTO THE BACKGROUND OF MK'S MOST POPULAR CHARACTER.

Official U.S. PlayStation Magazine box score

Pros

- Moody, polygonal backgrounds
- Ability to explore the MK universe

Cons

- Shallow combat
- Frustrating platform elements
- Awkward controls

Official Rating

● ● ◐ ○ ○

Take $10.00 Off
The Ultimate 3D Racing Experience.

PlayStation
NTSC U/C
PlayStation
Jet Moto 2
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
SCUS-94167
94167
SONY
COMPUTER ENTERTAINMENT

$10 Off

SEARS

FUNTRONICS

Jet Moto 2

$10 Off

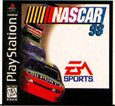
Good for $10 off single regular purchase of Jet Moto 2. Valid 10-14-97 through 1-31-98 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20¢. ©1997 Sears, Roebuck and Co. Satisfaction Guaranteed or your money back.

R5770135$1000

Clip this coupon and take it to any Sears Funtronics Dept. for $10 off the purchase of Jet Moto 2. Valid 10-14-97 through 1-31-98.

SONY
COMPUTER ENTERTAINMENT

Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Jet Moto is a trademark of Sony Computer Entertainment America Inc. © 1997 Sony Computer Entertainment America Inc.



playSTATS

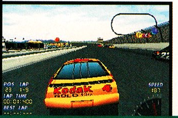
Analog Controller Compatible

1 or 2 Players

Memory Card 1 block

EA Sports

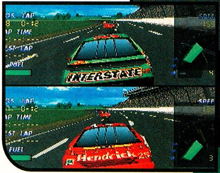
NASCAR 98



"Face-flappin' acceleration"

Get ready to strap on your belt buckles, grab a jug of moonshine (if you're 21 of course), and slide into your greasy coveralls! The aromas of high octane and burnt rubber are about to sting your nostrils.

The first thing NASCAR fans will appreciate about EA's newest racer is the depth of the racing field. NASCAR 98 includes 24 authentic drivers and sponsors as well as all engine and chassis manufacturers. Add the list of 10 tracks, and you have the most realistic simulation to date. This buzz of racing excitement is, however, somewhat dampened by the glaring omission of one of the greatest names in all of professional sports, Mr. Dick Trickle.



Trickle snubbing aside, this game rocks. The cars' setups can be tailored in an exhausting combination of settings to suit any player's preferences. This is most helpful for running a simulation, but can also be helpful in Arcade Mode. Subtle changes in the setup *do* make a difference, and are worth getting familiar with.

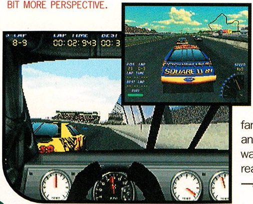
The tracks do not merely look different, they also play very different. The short tracks don't allow for much full-on acceleration, which you learn after punching into a couple of walls at 175 mph. While the bigger ovals allow for more face-flapping acceleration, they actually require more strategy since after awhile the field tends to stabilize, making it difficult to advance without some trickery. The road courses are a combination of the two. You find some areas to open it up, but hairpin turning requires concentration and single file. This is where the best mix of speed and control pays off.

Your choice of viewing perspectives can influence your racing. Use first-person mode for a feeling of speed, or the overhead view for a bit more perspective.

Even with all this praise, I do have a couple of complaints. The graphics were a little disappointing. The cars are choppy-looking, and tightening up these animations would have made a huge difference in the whole experience. Also, the "Freedom Rock"-esque soundtrack gets a little tired.

Overall, EA has given race fans a very playable, accurate and above all, fun game that us wanna-be dirt-track demons can really sink our gap-teeth into.

—Jim Cordano



Official U.S. PlayStation Magazine box score

Pros

- Varied track design
- Excellent Simulation Mode
- NASCAR authenticity

Cons

- Choppy animations
- Monotonous soundtrack

Official Rating

●●●●○

5 discs deep.
A universe wide.
Say goodbye.
You're going to be away a long time.

PlayStation
NTSC U/C
PlayStation
RATING PENDING
RP
CONTENT RATED BY ESRB
RIVEN
THE SEQUEL TO MYST
5DISCS
Acclaim

RIVEN

THE SEQUEL TO MYST

COMING TO PLAYSTATION™

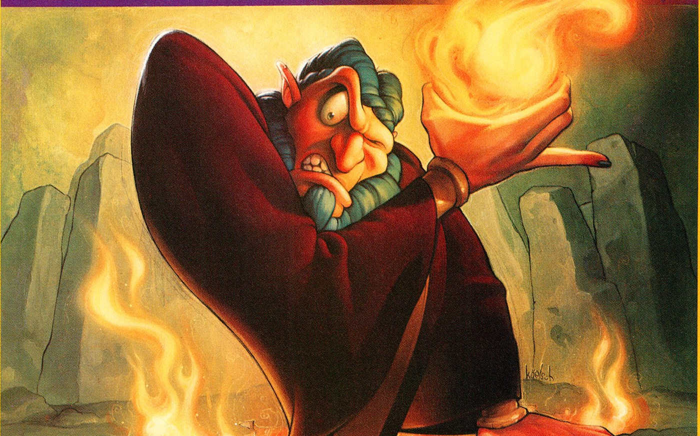
RATING PENDING RP CONTENT RATED BY ESRB

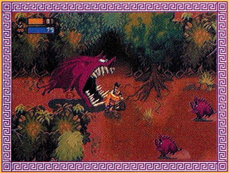
PlayStation™

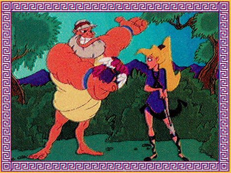
For more information on game ratings contact the ESRB at 1-800-771-3772. Riven: The Sequel to Myst © 1996 Cyan Inc. Software copyright 1997. Cyan Inc. and Sunsoft. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1997 Acclaim Entertainment, Inc. All rights reserved.

Acclaim
www. acclaimnation.com

IF BATTLING THE CYCLOPS AND THE FOUR-HEADED HYDRA ISN'T FUN ENOUGH, YOU CAN ALWAYS GO TO HADES.

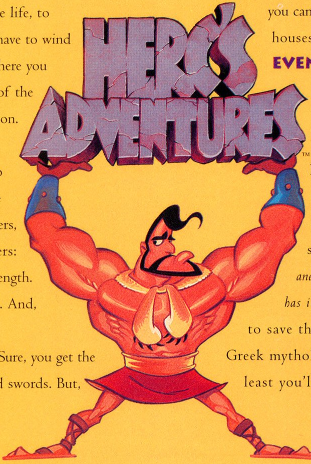






In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.)



In Herc's Adventures, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF CHARACTER. You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And, Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But, you can also arm yourself with ray guns, houses, sheep and inflatable cows.

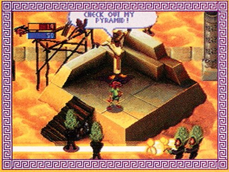
EVEN WEIRDER BAD GUYS. Freaky weapons are perfect for fighting even freakier enemies: The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro* says *"Challenging bosses, humorous anecdotes, and gigantic landscapes - Herc's has it all."* In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.

SEGA SATURN™

PlayStation™

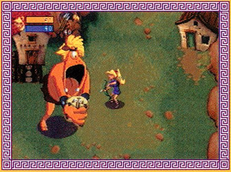
KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

LUCAS Arts®



So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors.



http://www.lucasarts.com

Herc's Adventures™ and © 1997 LucasArts Entertainment Company. All Rights Reserved. Herc's Adventures is a trademark of LucasArts Entertainment Company. The LucasArts logo is a registered trademark of Lucasfilm Ltd. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. The ratings icon is a trademark of the Interactive Digital Software Association.

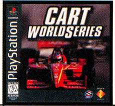
playSTATS

Analog Controller Compatible

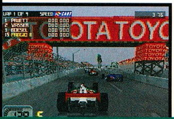
1 or 2 Players

Memory Card 1 block

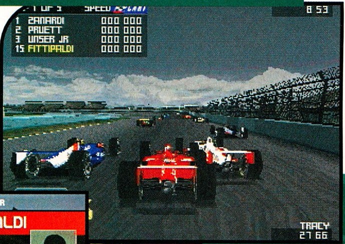
Sony


PlayStation
CART WORLD SERIES

CART WORLD SERIES


LAP 1 OF 4
SPEED CART
1 PRUETT
2 VASSER
3 BOESEL
15 FANGIO II
TOYOTA TOYO

"Easily keeps up with the best of them"

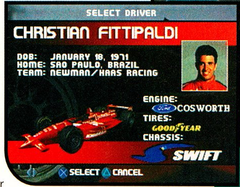

SPEED CART
8 53
1 ZANARDI 000 000
2 PRUETT 000 000
3 UNSER JR 000 000
15 FITTIPALDI 000 000
TRACY
27 66

For Sony's first racing sim, CART World is surprisingly polished, and that's a good thing; With EA Sports' NASCAR 98 and Psygnosis' Formula 1: Championship Edition on the scene, CART World Series will face stiff competition. CART fans will be glad to know Sony's first effort easily keeps up with the best of them.

With such heavyweight names as Al Unser Jr., Alex Zanardi, Bobby Rahal and Jimmy Vasser, many race fans may prefer CART over F1: Championship Edition. CART also has 10 authentic courses, including Long Beach, Nazareth, Michigan, Cleveland and the awesome Laguna Seca Speedway. There's a good mix of ovals and street courses, providing plenty of challenge and variety.

World Series has all the options *de rigueur* in today's top racers: Arcade and Simulation Modes, adjustable difficulty, customizable cars, time trials–you get the idea.

Although better than average, CART's graphics fall short compared to F1, which runs in the PlayStation's High-res Mode despite having more cars on the track. Surprisingly, CART has much less pop-up than F1, although track textures draw-in a few car lengths ahead of you, slightly diminishing CART's visual appeal. Hopefully Sony will correct this for subsequent editions of the game.


SELECT DRIVER

CHRISTIAN FITTIPALDI

DOB: JANUARY 18, 1971
HOME: SAO PAULO, BRAZIL
TEAM: NEWMAN/HAAS RACING

ENGINE: Ford COSWORTH
TIRES: GOODYEAR
CHASSIS: SWIFT

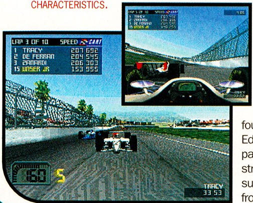
SELECT
CANCEL

CART'S REAL-WORLD TRACKS ARE PRESENTED IN EXCELLENT DETAIL, WITH FAMILIAR LANDMARKS AND OTHER TRACK CHARACTERISTICS.

But enough talk about graphics. What matters is gameplay, and CART World Series doesn't disappoint in that department, either. Aggressive computer AI makes every race a challenge, even in Rookie Mode. Cars block effectively and take advantage of your slightest mistake. That's not to say your opponents drive like infallible machines, however. Wrecks frequently occur ahead of you, forcing you to wind your way through.

Optional steering and/or braking assistance (as is found in F1: Championship Edition) would have been nice, particularly for CART's winding street courses. Still, CART is a surprisingly polished first effort from Sony.

—Gary Mollohan


LAP 3 OF 10
SPEED CART
1 TRACY 207 652
2 DE FERRAN 204 545
3 ZANARDI 206 303
15 UNSER JR 153 955
160
TRACY
33 53

Official U.S. PlayStation Magazine box score

Pros

- Racing's top names and tracks
- Excellent, car-mutilating crashes
- Tracks that change in elevation

Cons

- Textures that draw-in ahead of you
- Suspect collision detection
- No steering/braking assistance

Official Rating

● ● ● ◐ ○

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

PANDEMONIUM
PROMOTIONS, INC.

SONY
PlayStation
SEGA SATURN
NINTENDO 64
GAME BOY pocket
SPECIALIZED JOYSTICK

Now everyone who plays wins a free six month magazine subscription!! You can't lose!

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 300 Mhz MMX Pentium II, 32 meg. RAM, 4 Gig. HD, 24X CD-ROM, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Saturn; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CA$H! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

					MYSTERY WORD
	H				
		E			
P	I	N	C	H	W
	R				
S					

WORD LIST and LETTER CODE chart

PINCH .....W
BREAK ......Z
STOMP .....T
CRUSH.......I
PRESS.......K
PUNCH .....S
STAND ......R
SCORE .....H
BLAST ......A
SPRAY C
PRESS.......E
SLANT L
WRECK .....D
TURBO......V
DREAM....O
CHASE......P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**

- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($3.00) Computer Contest
- ☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

Name **Age**

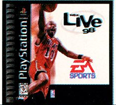
Address

City **State** **Zip**

CLIP AND MAIL

SEND CHECK OR MONEY ORDER TO:
PANDEMONIUM, P.O. BOX 9045
GRESHAM, OR 97030-9045

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEB.21ST, 1998 • ENTRY FEE MUST BE INCLUDED
Only one entry per person. You must be under 30 years old to win. Employees of Pandemonium and its suppliers are ineligible. Judges decisions are final. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. Offer not open to residents of Minnesota. You can request Winners List and Official Rules by writing Pandemonium Rules, 2870 NE Hogan Dr. #E425, Gresham, OR 97030. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. © 1998 Pandemonium Promotions, Inc.

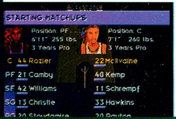


playSTATS

- 1~8 Players
- Memory Card 1 block
- Multi Tap Adaptable 1~8 Players

EA Sports

NBA LIVE 98



STARTING MATCHUPS

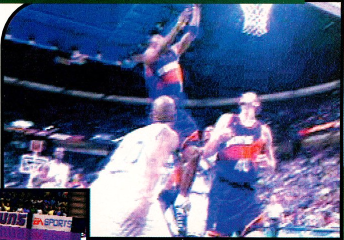
Position: PF
6'11" 255 lbs.
3 Years Pro

Position: C
7'1" 260 lbs.
3 Years Pro

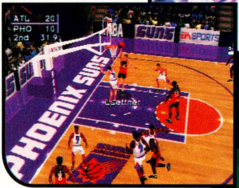
C	44 Rozier	22 McIlvaine
PF	21 Camby	40 Kemp
SF	42 Williams	11 Schrempf
SG	13 Christie	33 Hawkins

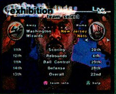
"Getting a facelift is good after all"

It's that time again when basketball fans are gearing up to watch their favorite NBA teams play on national TV, and what better way to simulate and control those teams than on a PlayStation?



In NBA Live 98, EA takes another angle toward NBA Live and they have proven they are still one of the best sports developers of all time. You've never seen NBA Live like this before. The graphics can be simply described as phenomenal, with new instant replays and various free-throw perspectives. You also have new character animations. There are a number of dribbling moves and shooting animations as well. When driving toward the basket you have a choice of moves that you can initiate. The actions are random, but you can choose if you want a conservative shot like a layup or a posterizing dunk. You can even go for a lean-in shot or fadeaway from the basket. The new alley-oop feature is much better than its predecessor. Unlike 97, alley-oops here are much harder to finish. Your player has to be open and alley-oops can be blocked more often than before. This is a plus!





exhibition
team select

Away
Washington Wizards

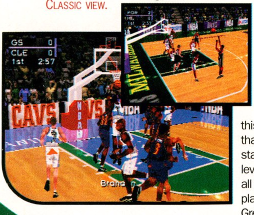
Home
New Jersey Nets

Away		Home
11th	Scoring	20th
12th	Rebounds	4th
11th	Ball Control	29th
14th	Defense	28th
13th	Overall	22nd

team info
help

EA has been known for their gameplay, but I was a bit disappointed at last year's edition at the on-court regulations. In 97, your offensive player can camp down in the paint and most of the time will not get caught with three seconds in the lane. Not here. Refs seem to have gotten their eyes checked. They will call that more often. Refs will even call Illegal Defense. If you do it more than once, you will get a technical call and result in a free-throw. Hey, if it's in the game, it should be in the game.

LIKE THE OTHER NBA LIVE EDITIONS, YOU CAN CHOOSE FROM VARIOUS PLAYING PERSPECTIVES FOR YOUR PLAYING PREFERENCE. I STILL PREFER THE CLASSIC VIEW.



Another feature that EA has added is the Direct Pass. This is similar to NBA Shoot Out's Icon Passing. Honestly, you will hardly use it because passing the ball is accurate as it is.

What really prevents this game from being perfect is that the difficulty is too easy. I started from bottom Rookie level to Superstar and I beat all games with ease. It's better playing against another player. Great comeback!

—Dindo Perez

Official U.S. PlayStation Magazine box score

Pros

- Great improvement in graphics
- True on-court regulations
- Accurate passing

Cons

- Fairly easy, especially for seasoned hard-core NBA Live fanatics
- Where is Jordan?

Official Rating

● ● ● ● ◐

playSTATS

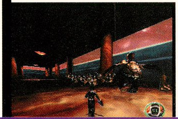
Analog Controller Compatible

1 Player

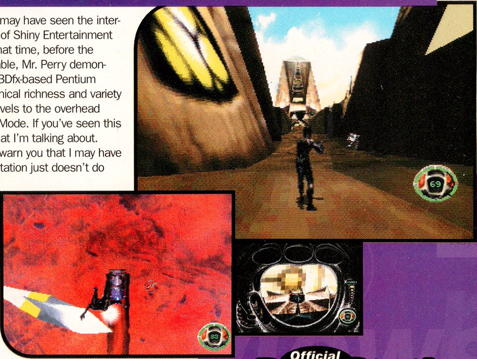
Memory Card 1 block

Playmates

MDK



"Perhaps the cartoon will be better"

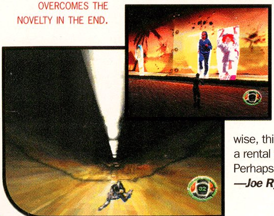


If you were a reader of *P.S.X.*, you may have seen the interview I conducted with Dave Perry of Shiny Entertainment on the development of MDK. At that time, before the PlayStation version was really playable, Mr. Perry demonstrated the PC version of the game on his 3Dfx-based Pentium machine. I was floored by the game's graphical richness and variety of gameplay, from the standard shooting levels to the overhead flying scenes, and the ever-present Sniper Mode. If you've seen this game on a similar machine, you'll know what I'm talking about.

The reason I'm telling you all of this is to warn you that I may have been a bit spoiled. For one thing, the PlayStation just doesn't do graphic resolutions approaching PC graphics cards (and even if it did, the vast majority of TVs wouldn't be able to display it). And the relatively limited memory of the PlayStation forces some sacrifices to be made in terms of textures, polygon size, game speed and so on. Because of all this, what was an exceptional game on the PC becomes a console game that is merely average.

The mixture of platform elements and corridor shooter elements caused some confusion even on the PC version, and the PlayStation version is no better; controls which seem perfect for blasting Doom-style through the levels seem inadequate for the sensitive sniper missions. This is truly unfortunate, since the super-zoom lens sniper rifle is one of the most innovative and entertaining elements of the game. With the PS controller (even the analog pad), the sniper scope is jerky and imprecise. The game also seems to have lost its rich colors, leaving the levels looking bland and uninteresting.

AMUSING AND UNUSUAL LEVEL ELEMENTS ADD A GREAT DEAL OF NOVELTY, BUT THE OVERALL MONOTONY OF THE LEVELS OVERCOMES THE NOVELTY IN THE END.



MDK is a truly unique take on the corridor-style shooters, but its novelty wears thin under the pressure of bad controls and monotonous environments. Check out the PC version if you have the technology; otherwise, this one's more likely to be a rental than a purchase title. Perhaps the cartoon will be better.
—*Joe Rybicki*

Official U.S. PlayStation Magazine
box score

Pros

- **Unusual level elements**
- **A great deal of odd humor**
- **The Sniper Mode**

Cons

- **Monotonous levels**
- **Weak controls**
- **Some graphical problems**

Official Rating

● ● ◐ ○ ○

BE
ON
A
FIRST
NAME

LAYER
OZONE
THE
WITH
BASIS

COOL BOARDERS 2

TRICK BOOST
0PTS
TRICK BOOST
0PTS
2

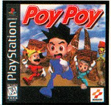
18 Burton® snowboards. Halfpipe. Big air contest. Snowboard park. Freestyle. Two-player racing. And any trick imaginable. Cool Boarders™ 2. The next best thing to fresh pow.

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

PlayStation™

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Cool Boarders is a trademark of Sony Computer Entertainment America Inc. Developed by UEP Systems, Inc. © 1997 UEP Systems, Inc. www.playstation.com

playSTATS



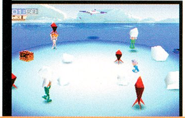
Multi Tap Adaptable 1~4 Players

1~4 Players

Memory Card 1 block

Konami

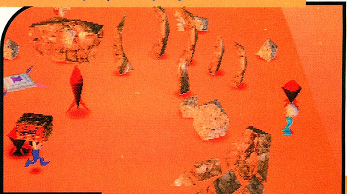
POY POY

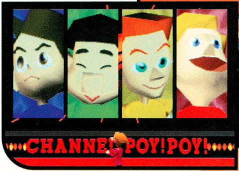


"Nothing more than a wacky party game"

I don't really know how to describe this game. You can't really call it a puzzle game; that term seems to be reserved for largely one-player skill-based titles. Nor is it a strategy game, really; those are more careful, more thoughtful. And yet, most other genres seem to exclude Poy Poy by comparison to other titles within that genre. So what is it?

Billed as "The Wild and Wacky Party Game in a 3-D World!" Poy Poy is fast, it's fun and it's mindless—perfect for recovering from the brain-fry associated with press deadlines. Players pick a character based on attributes of speed, strength and so on; pick a "glove" which offers a particular kind of attack or power-up; and head to small arenas to beat up on one to three other characters, all competing for the most points in a three-round match. To earn points, players pick up various objects scattered around the arenas, from boxes and rocks to bombs and other miscellaneous objects, and hurl them at other players. Each player has a health bar, which diminishes after being hit by heavy objects until the player finally drops. When one player is left standing, the round is over. After the round, points are awarded based on direct hits, luck, and how long the character stayed alive in the round. The player with the most points after three rounds is the winner.



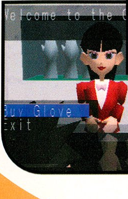


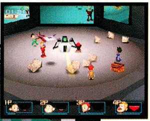
I said it was mindless, didn't I? Oh, there are a few twists; most levels have a particular hazard which inflicts damage on anyone it comes in contact with. The desert level, for example, is plagued by dust storms which sweep unlucky players away, while the ice level is populated with a few angry penguins. But for the most part, play simply consists of running to an object, throwing it at your opponent, and running away before he can throw something at you. It's like a stripped-down Bomberman in 3-D.

The different gloves add some variety, giving each player a unique ability. But for the most part, Poy Poy is just what it claims to be: Nothing more than a wacky party game. Check it out if you're looking for some brainless fun.

—Joe Rybicki

THE GLOVE SHOP GIVES PLAYERS THE CHANCE TO PICK UP SOME NEW ABILITIES. ONE GLOVE, FOR EXAMPLE, TURNS ROCKS INTO BOMBS WHICH EXPLODE ON IMPACT.





Official U.S. PlayStation Magazine box score

Pros

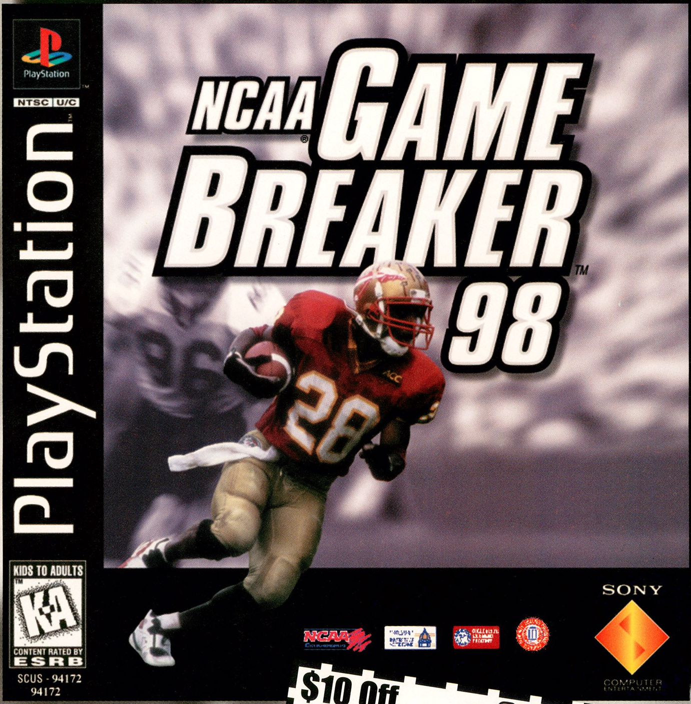
- A wide combination of power-ups
- Amusing level hazards
- Fun for the whole family

Cons

- There's just not that much to it
- Weak as a one-player game
- Based more on luck than skill

Official Rating

●●●○○



Option Play: Take $10 Off at SEARS

$10 Off

SEARS

FUNTRONICS

NCAA GAME BREAKER 98

$10 Off

PLAYSTATION
X△O□
ATHLETIC DEPT.

Good for $10 off single regular price of NCAA Game Breaker 98. Valid 10-14-97 through 1-31-98 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20¢. ©1997 Sears, Roebuck and Co. Satisfaction Guaranteed or your money back.

R5770136$1000

Clip this coupon and take it to any Sears Funtronics Dept. for $10 off the purchase of NBA Shoot Out 98.
Valid 10-14-97 through 1-31-98.

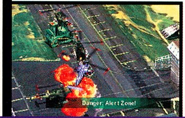
Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Iindependent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls, and conferences are the exclusive property of the respective institutions. GameBreaker is a trademark of Sony Computer Entertainment America Inc. Developed by Sony Interactive Studios America. © 1997 Sony Computer Entertainment America Inc.

SONY
COMPUTER ENTERTAINMENT

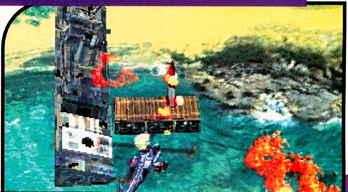
playSTATS

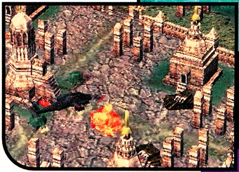
1 Player | Memory Card 1 block | EA

NUCLEAR STRIKE



"Nuclear war has never been this much fun"





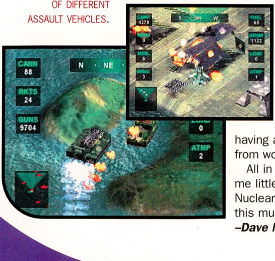
Thermonuclear war. The mere thought of it sends shivers down my spine. Unfortunately, there is a lunatic on the loose with the power to make it a reality. STRIKE.net has been alerted of the situation and they are preparing to counter the threat with their best pilot: you. Take command of the Super Apache combat helicopter and delve into the enemy-infested islands of the South Sea. It's up to you to put a stop to this war, before it goes nuclear.

Electronic Arts has extracted all of the features that made Soviet Strike a great game, improved upon them and created the sequel. Nuclear Strike offers an easy Play Mode for those of you who had a tough time with the first one, which was apparently a much bigger problem than I was aware of.

Fortunately, they didn't stop with just an added difficulty setting. Perhaps the games' greatest asset is the addition of 12 new vehicles to control. Missions not only include flying the Super Apache, but involve switching to anything from tanks to harriers to hovercrafts. They even give you the chance to issue orders to ground troops on two of the levels. Now how cool is that?

YOU ARE NO LONGER JUST LIMITED TO THE SUPER APACHE AND HAVE THE OPTION TO ENGAGE THE ENEMY WITH A VARIETY OF DIFFERENT ASSAULT VEHICLES.

The gameplay itself has been left relatively untouched and with good reason; it didn't need it. The new on-screen radar window makes it easier to locate your position and those of your enemies and objectives. EA also did a good job sharpening up the graphics with improved light-sourcing and excellent water effects.



The one thing that I really don't care for is the length of the missions. I would rather there be shorter, more difficult missions, opposed to the six longer ones. Perhaps having a halfway point to start from would solve that problem.

All in all, Nuclear Strike gives me little to complain about. Nuclear war has never been this much fun.

–Dave Malec

Official U.S. PlayStation Magazine box score

Pros

- Twelve new vehicles at your disposal
- Improved graphics
- Loads of destructive firepower

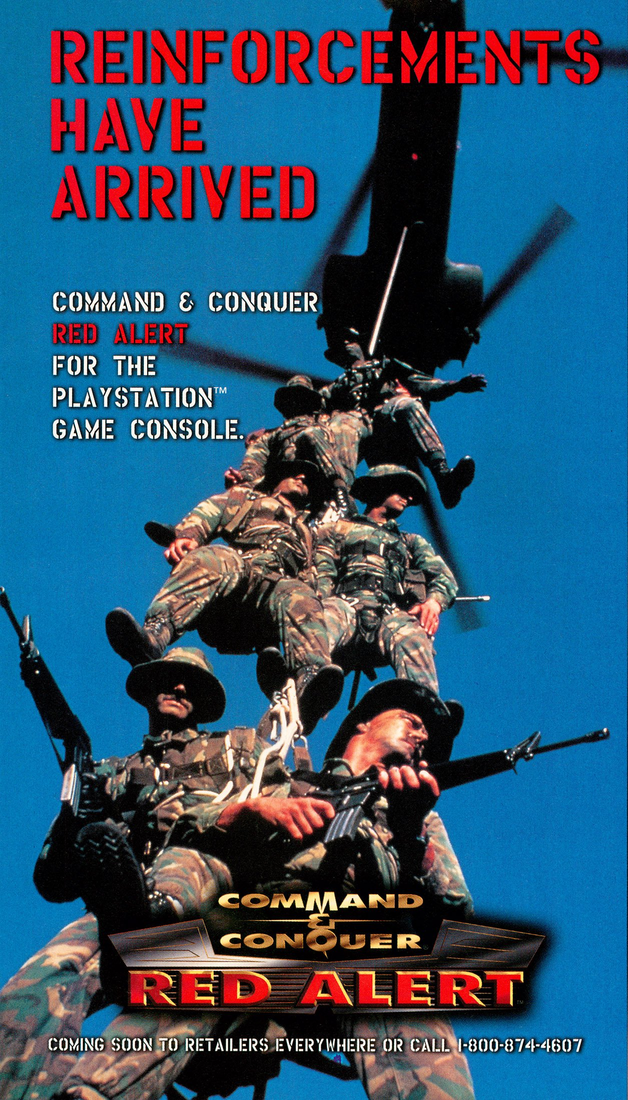
Cons

- Lack of option to save during missions

Official Rating

● ● ● ● ◐

REINFORCEMENTS HAVE ARRIVED



COMMAND & CONQUER
RED ALERT
FOR THE
PLAYSTATION™
GAME CONSOLE.

COMMAND & CONQUER
RED ALERT™

COMING SOON TO RETAILERS EVERYWHERE OR CALL 1-800-874-4607

- Over two dozen Allied and Soviet missions on two action-packed CDs.
- Fight over land, sea and air with MiGs, spies, destroyers, submarines and more!
- Take the ultimate challenge by fighting up to 3 AI opponents in SKIRMISH mode.
- Battle maps are up to 2 times larger than those in Command & Conquer.
- Three game difficulty settings.
- Dozens of close-ups and action movies.
- Specially-designed interface with completely reworked graphics for your PlayStation™ Game Console.

LOCK 'N LOAD

Westwood™
STUDIOS
www.westwood.com

PlayStation™

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

Command & Conquer is a registered trademark of, and Command & Conquer Red Alert is a trademark of, Westwood Studios, Inc. © 1997 Westwood Studios, Inc. All rights Reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc.

“The only NFL game good enough to put my name on it.”

– Jimmy Johnson, Miami Dolphins

Ask Jimmy.

Motivation, game tips, personnel assessment and post-game analysis from Jimmy Johnson.

Coach’s Clipboard.™

Create your own custom plays and save them on memory card.

One-Step™ Play Calling.

Choosing your play is as simple as pressing a button.

3-D Passing Interface.

An innovative interface provides precise control of passes and kicks.

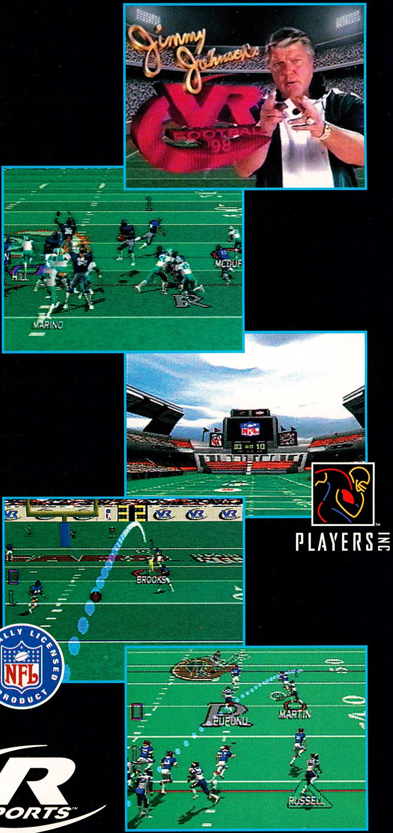
Fully Licensed.

Real NFL teams, logos and players with authentic play books and formations.

Plus Customize Players and Teams, General Manager Mode, and Adjustable Real-Time Camera Movement Before the Snap.

“There is so much more in my game…so get a move-on and check it out for yourself!”

– Jimmy Johnson



PlayStation

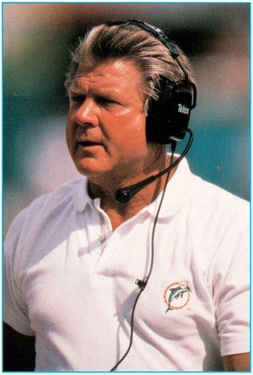
developed by PADDED CELL STUDIOS

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

VR SPORTS™

© 1997 Interplay Productions. All rights reserved. VR Sports, VR Football and The Difference Is Real are trademarks of Interplay Productions. All rights reserved. Exclusively licensed and distributed by Interplay Productions. Developed by Padded Cell Studios, a subdivision of Game Tek, Inc. Jimmy Johnson is a trademark of Golden Cane Enterprises. The NFL shield design is a registered trademark of the National Football League. TM/© 1997 NFLP.

Back-to-Back Super Bowl Championships
Four-Time NFL "Coach of the Year"
36 Consecutive NCAA Victories



JIMMY JOHNSON'S

VR

FOOTBALL
'98™

Start Taking Notes.

United Way

Help support the United Way!
VR Sports will donate* $1 for every VR Football '98 purchased.

Team names, nicknames, logos and other indicia are trademarks of the teams indicated. Officially Licensed Product of the NFL Players. © 1997 PLAYERS INC. The PLAYERS INC. logo is an official trademark of the National Football League Players. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All rights reserved. All other copyrights and trademarks are the property of their respective owners.

*up to a maximum of $25,000

PlayStation
Moto Racer
8

playSTATS

1 or 2 Players

Memory Card 1 block

Analog Controller Compatible

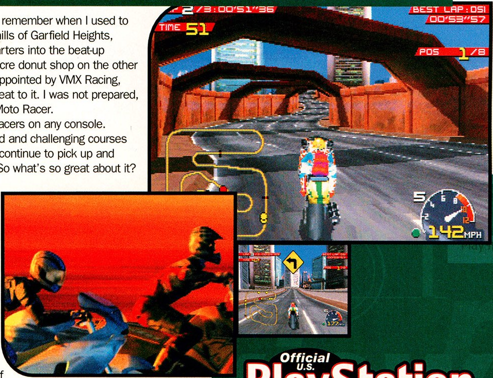
EA

MOTO RACER

"One of the best racers on any console"

I like motorcycle racing games. I remember when I used to ride my bike daily up the long hills of Garfield Heights, Ohio, just to plunk endless quarters into the beat-up Excitebike machine in the mediocre donut shop on the other side of town. Recently, having been disappointed by VMX Racing, I've been eager for a racer with some meat to it. I was not prepared, however, for the thing of beauty that is Moto Racer.

I consider this game one of the best racers on any console. The mixture of adrenaline-pumping speed and challenging courses makes for a balanced game which I will continue to pick up and play long after I've beaten every mode. So what's so great about it? First of all, Moto Racer includes, not only street bikes, but motocross bikes as well. Ten tracks are evenly divided between the two distinct racing styles, offering more variety than most racers. There's something here for everyone: The street bike tracks offer straight-ahead power and speed, while the dirt tracks are full of stomach-dropping jumps and neck-wrenching hairpin turns. A nice difficulty curve allows players to slowly prepare for the higher levels, making the game challenging without being frustrating. And the prize of opening four new tracks is worth the challenge. (Only six are selectable in Single Race Mode until you play through the Championship Mode, and all 10 can only be accessed when playing at Medium difficulty or better.)

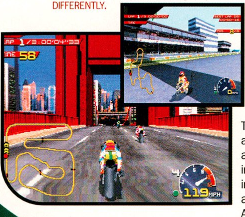


As with any racing game, control is absolutely key, and the developers did a superb job with Moto Racer. These days, analog is everything, and I definitely prefer playing with the dual stick; but the D-pad is completely acceptable.

My main complaint is the relatively silly prize awarded after "beating" the game—that is, placing in the top three of all 10 tracks, racing both forward and backward—which is "Pocket Mode." This simply puts your rider on a ridiculously small bike that appears to offer no real change in play. Still, that's a truly insignificant complaint about a truly exceptional racing game. A must-have for all racing fans.

—Joe Rybicki

YOUR PRIZE FOR RACING ALL 10 TRACKS FORWARD AND BACKWARD IS THIS STRANGE "POCKET BIKE," WHICH DOESN'T REALLY BEHAVE ANY DIFFERENTLY.



Official U.S. PlayStation Magazine box score

Pros

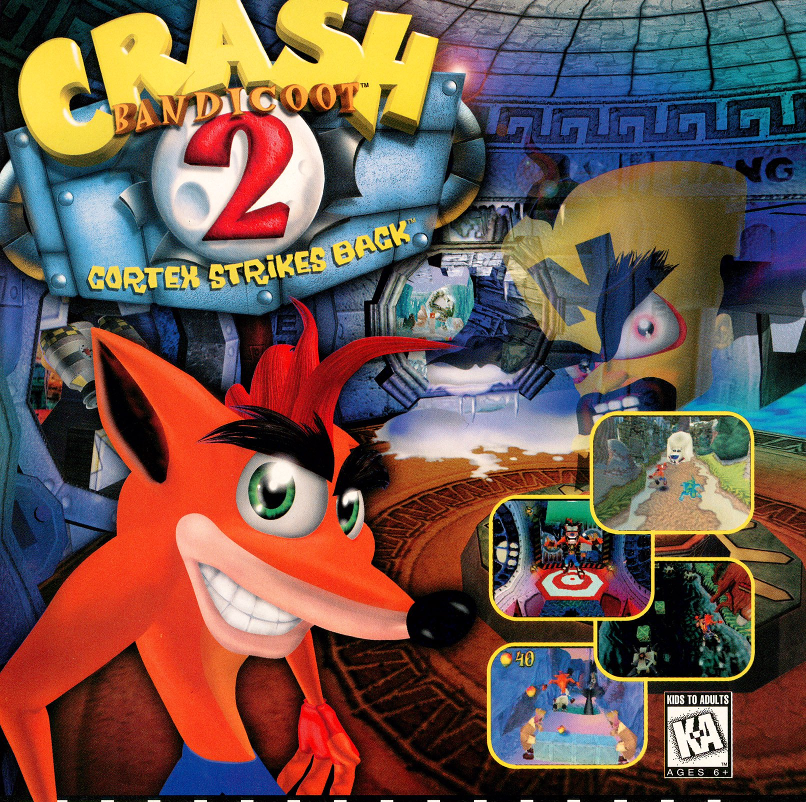
- **Excellent controls**
- **Most tracks are very well-designed**
- **Great graphics!**
- **Adequate challenge**

Cons

- **Weak reward for beating the game**
- **One track is much harder than all the others**

Official Rating

● ● ● ● ●



$10 OFF

CRASH BANDICOOT 2 CORTEX STRIKES BACK

$10 OFF

NAUGHTY DOG

SEARS

FUNTRONICS

UNIVERSAL

UNIVERSAL INTERACTIVE STUDIOS

R5770134$1000

Good for $10 off single regular purchase price of Crash 2 . Valid 11/04/97 - 01/31/98 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20¢. © 1997 Sears, Roebuck and Co. Satisfaction guaranteed or your money back.

PlayStation™

Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.
"Crash Bandicoot 2: Cortex Strikes Back" TM & © 1997 Universal Interactive Studios, Inc. All rights reserved. Developed by Naughty Dog, Inc. All rights reserved.
Call 1-800-771-3772 for game ratings information.

playSTATS

1 or 2 Players

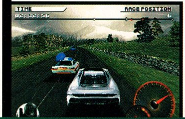
Memory Card 1 block

Analog Controller Compatible

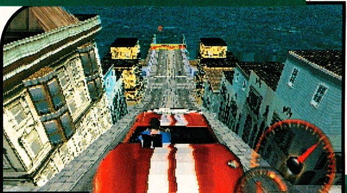
PlayStation
TEST DRIVE 4
ACCOLADE

Accolade

TEST DRIVE 4

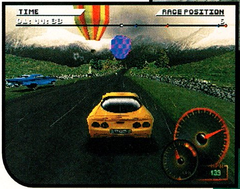


"This one will keep Sunday drivers on their toes"



There's nothing like a pleasant drive in the country—that is until you see a '69 Chevy Camaro careening toward you at 190 mph. In the past, the thunderous sounds of muscle cars filled the air as they cruised the streets, just oozing with the raw power that gave them their name. Now, a new era of sleek supercars reigns supreme. Test Drive 4 gives you the chance to put these two unique generations of vehicles in head-to-head competition.

Although the Test Drive series has been devoted to presenting solid racing simulations, Accolade takes more of an arcade-style approach to their latest installment. This is partially due to their new partnership with Pitbull Syndicate, the developers behind Destruction Derby. You can expect to see plenty of spectacular crashes, accented by outrageous spins, rolls and flips in typical Pitbull fashion. By no means is this a bad thing. The only disappointment here is that due to the official licensing of the cars, damaging these cars was not allowed. However, a smashing job on the graphics was permitted and was taken advantage of with excellent car detail and track composition.

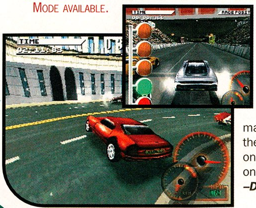


There are 10 fully licensed cars to choose from, including five from each era. Choose from six tracks, each loaded with police, oncoming vehicles and cross traffic. The courses are surprisingly long, some taking well over five minutes to complete. This adds to the replayability, taking much longer to learn the ins and outs of each race. My only complaint about the gameplay was that the steering seemed a bit too sensitive. It was much too easy to oversteer, which left you sliding all over the track.

Overall, I think this makes a great addition to the Test Drive series. This one will keep Sunday drivers on their toes.

–Dave Malec

FOUR CUP RACES INCLUDING THE CHALLENGE, CHAMPIONSHIP, PITBULL AND MASTERS GIVE THE GAME DEPTH. THERE IS EVEN A DRAG RACE MODE AVAILABLE.



Official U.S. PlayStation Magazine box score

Pros

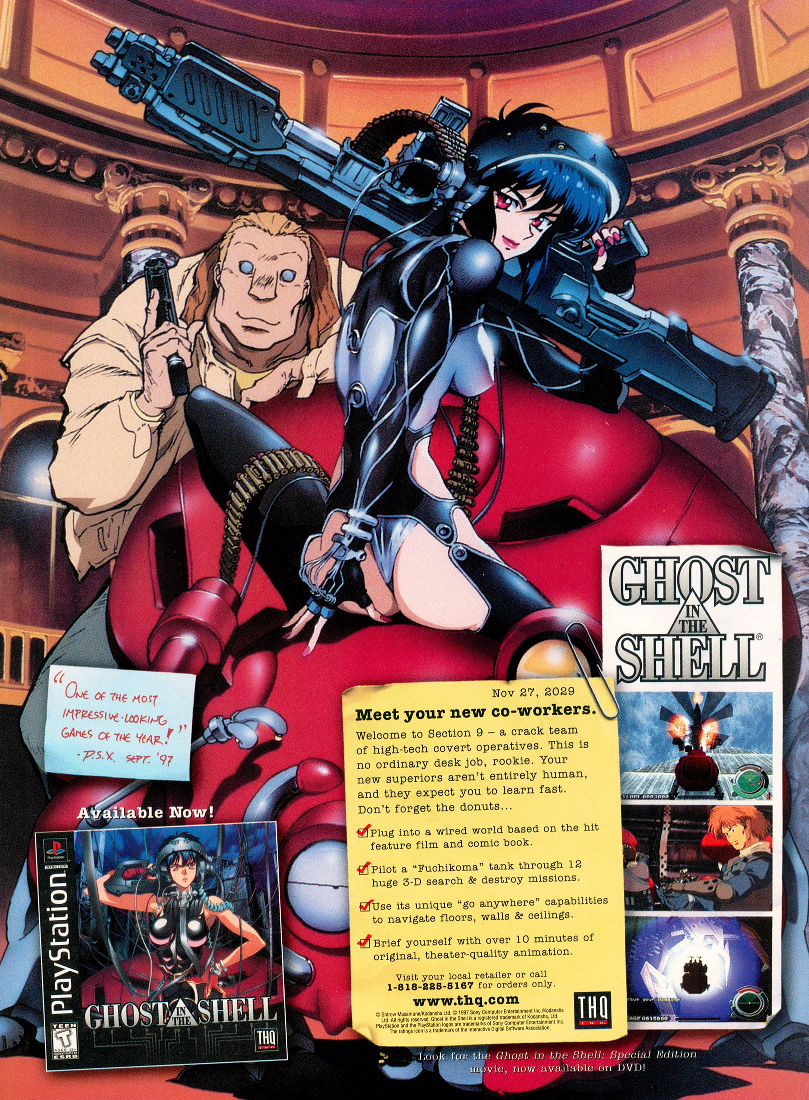
- Clean, crisp graphics
- Long courses
- Link Mode

Cons

- Weak turn-based Two-player Mode
- No damage to vehicles

Official Rating

●●●◐○



"One of the most impressive-looking games of the year!"
-P.S.X. Sept. '97

Available Now!

Nov 27, 2029

Meet your new co-workers.

Welcome to Section 9 – a crack team of high-tech covert operatives. This is no ordinary desk job, rookie. Your new superiors aren't entirely human, and they expect you to learn fast. Don't forget the donuts...

- ✓ Plug into a wired world based on the hit feature film and comic book.
- ✓ Pilot a "Fuchikoma" tank through 12 huge 3-D search & destroy missions.
- ✓ Use its unique "go anywhere" capabilities to navigate floors, walls & ceilings.
- ✓ Brief yourself with over 10 minutes of original, theater-quality animation.

Visit your local retailer or call
1-818-225-5167 for orders only.

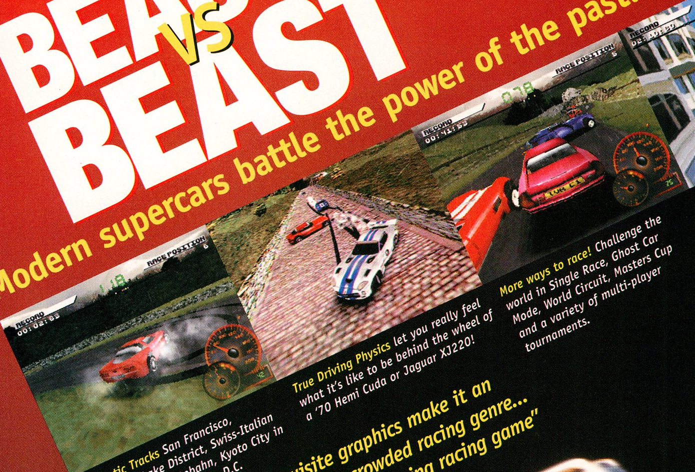
www.thq.com

© Shirow Masamune/Kodansha Ltd. © 1997 Sony Computer Entertainment Inc./Kodansha Ltd. All rights reserved. Ghost in the Shell is a registered trademark of Kodansha, Ltd. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Look for the *Ghost in the Shell: Special Edition* movie, now available on DVD!

BEAUTY VS BEAST

Modern supercars battle the power of the past!



6 Exotic Tracks San Francisco, England's Lake District, Swiss-Italian Alps, German Autobahn, Kyoto City in Japan, and Washington D.C.

True Driving Physics let you really feel what it's like to be behind the wheel of a '70 Hemi Cuda or Jaguar XJ220!

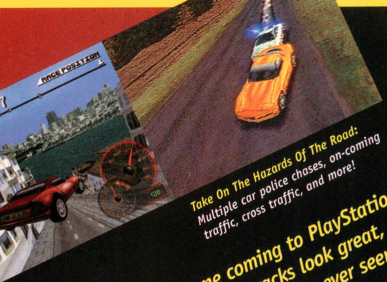
More ways to race! Challenge the world in Single Race, Ghost Car Mode, World Circuit, Masters Cup and a variety of multi-player tournaments.

> "Test Drive 4's exquisite graphics make it an instant contender in the crowded racing genre... visually stunning and entertaining racing game"
>
> -Ultra Game Players

Modern supercars:
- Jaguar XJ 220™
- Dodge® Viper GTS
- TVR® Cerbera™
- Chevrolet® Corvette®
- Nissan 300ZX®

Power of the past:
- Shelby Cobra™ 427
- '69 Chevrolet® Corvette® 427
- '70 Chevrolet® Chevelle® SS 454
- '69 Chevrolet® Camaro® ZL1
- '70 Plymouth® Hemi Cuda

Test Drive and Test Drive 4 are registered trademarks of Accolade, Inc. ©1997 Accolade, Inc. All rights reserved. Developed by Pitbull Syndicate. All other trademarks are of their respective companies. 3Dfx is a trademark of 3Dfx, Inc. Power VR is a trademark of NEC, Inc.
Rendition is a trademark of Rendition, Inc. Dodge Viper, Dodge Challenger, Dodge Charger, Plymouth Cuda and the Plymouth GTX are registered trademarks of Chrysler Corporation, U.S.A. and are used under license. © Chrysler Corporation 1997.
"Nissan" and the "300ZX" are registered trademarks of Nissan. Reproduced by permission. The word "Jaguar", the leaping cat device, and the characters "XJ220" are the trademarks of Jaguar Cars Ltd., England and are used under license.
Chevrolet Corvette, Chevelle, Camaro and Body Designs are trademarks of Chevrolet Motor Division, General Motors Corporation, used under license to Accolade, Inc. Pontiac GTO and Body Design are a trademark of Pontiac Division, General Motors Corporation,
used under license to Accolade, Inc. "Shelby Cobra" and associated logos and symbols are used under license. TVR is a trademark of TVR Engineering Limited. The TVR Cerbera and 12/8 are under license.



Take On The Hazards Of The Road: Multiple car police chases, on-coming traffic, cross traffic, and more!

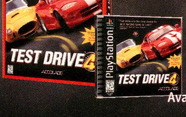
"...one smokin' racing game"
-GamePro

"Test Drive 4 is the clear choice for BEST RACING GAME OF 1997!"
Official E3 Best Of Show Awards
-Gamepen

"...the best racing game coming to PlayStation this holiday season... the tracks look great, the car models are the best we've ever seen... gameplay and control are peerless"
-PSXtreme

Hot Soundtrack
Featuring The Music Of
Orbital
&
The Younger, Younger 28s

TEST DRIVE 4®



Download the demo today at www.accolade.com

TO ORDER DIRECT CALL 1.800.245.7744

ACCOLADE™

KIDS TO ADULTS
CONTENT RATED BY ESRB

Available November '97 For Sony PlayStation and PC CD-ROM!

PlayStation
COOL BOARDERS 2

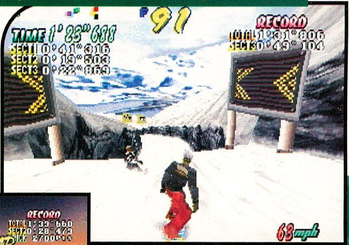
playSTATS

1 or 2 Players | Memory Card 1 block | Sony

COOL BOARDERS 2

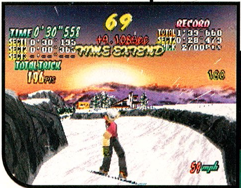
TRICK BOOST
0 PTS
77
TRICK BOOST
0 PTS

"...let them dream of pulling off a Misty 720..."


TIME 1'23"688
SECT1 0'41"316
SECT2 0'19"503
SECT3 0'22"869
91
RECORD
TOTAL 1'31"806
SECT3 0'49"104
68 mph

Clear the slopes and make way for the sickest shredders around. Snowboarding has emerged at the top of the extreme sports scene and promises to continue its steady rise in popularity. Sony's Cool Boarders 2 may keep boarding fanatics indoors this winter season. Or, at the very least, it will let them dream about pulling off a Misty 720 to Stalefish.

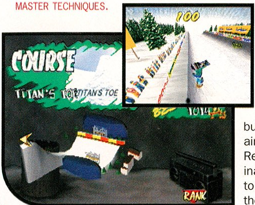
A vast improvement over the original, Sony has jammed their sequel full of new features. The number of tracks to choose from has increased dramatically from three to a whopping nine courses. Players can try their hand at the new Half-pipe and Big Air Modes, in addition to the normal competition slopes. The Half-pipe Mode tests your ability to put together a routine combining both technical and basic tricks. The Big Air Mode gives you the opportunity to practice tricks and helps to prepare you for competition. You may even wish to try your luck at the Master Big Air Mode, attempting to pull off over 100 moves to reach the bottom. There is even a board park with cliffs, ramps and the occasional bus to practice your skills or just mess around on. They could have almost gotten away with a game that included just these two new options. Sony has been working closely with Burton snowboards and has done a great job of implementing their expertise to give the game a more authentic feel.


TIME 0'30"558
69
RECORD
TIME EXTEND
TOTAL TRICK
100 PTS
180
59 mph

THE NEWLY ADDED HALF-PIPE AND BIG AIR MODES GIVE PLAYERS THE OPPORTUNITY TO FINE-TUNE THEIR ABILITIES TO PULL OFF TOUGH-TO-MASTER TECHNIQUES.

There are still a few flaws in the game that remained to be addressed. For some reason, they still couldn't seem to fix the misaligned polygons in the backgrounds. Invisible boundaries also remain to plague you during your aerial antics. Running into barriers on the ground is one thing, but crashing into nothing but air, well, that's another story. Regardless of its minor inadequacies, I'm ready to grab my mittens and hit the snow.

—**Dave Malec**


100
COURSE
TITAN'S TOE
RANK

Official U.S. PlayStation Magazine box score

Pros

- Larger variety of courses
- Increased number of features
- Great tunes

Cons

- Annoying invisible barrier
- Misaligned background polygons

Official Rating

● ● ● ● ○

Shipwreckers!™

© 1997 Psygnosis

PSYGNOSIS™

Psygnosis brings you maritime mayhem at its swashbuckling best...without the threat of scurvy.

Shipwreckers!™

Now Available

Just follow these simple instructions:

1. **Peel this sticker off.**
2. **Carefully place it on the lid of your PlayStation.**
3. **Visit your local retailer and pick up a copy of Shipwreckers!**
4. **Insert Shipwreckers! disc into your PlayStation and turn power on.**
5. **Prepare yourself for the wackiest pirate adventure ever!**

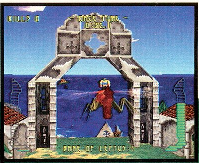
Be sure to head to www.psygnosis.com and enter the Shipwreckers! Treasure Quest Sweepstakes for a chance to win cool prizes and $5,000!

Shipwreckers!, Psygnosis, and the Psygnosis logo are trademarks of Psygnosis Ltd. © 1997 Psygnosis Ltd. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation is a trademark of Sony Computer Entertainment Inc.

playSTATS

1or 2 Players | Memory Card 1 block | GT Int.

BUG RIDERS



My kingdom for a can of Raid!!!

Set in a mystical kingdom where noblemen and commoners race side-by-side atop giant insects to determine who will become the unquestioned ruler of the land, Bug Riders is an ambitious fantasy/racer from GT Interactive. In addition to the ability to pass opponents on all four sides, Bug Riders' primary innovation is a unique riding crop method of acceleration. To urge your mount forward, you must flail it with your crop. Crop too hard, however, and your bug will become exhausted and come to a halt. Unfortunately, Bug Riders' innovations are all but undone by the game's short, self-steering tracks and unfair method of time extension; for some reason, you are the only racer required to fly through circular gates, which adds time to the clock. What promised to be a race to the death becomes little more than a Pilot Wings-like exercise in flying through rings, with your "opponents" serving as little more than obstacles.

The slightly more enjoyable Exterminate Mode and two-player split-screen races are not enough to salvage this nicely conceived but poorly executed racer.

—Gary Mollohan

box score

Pros

- **Croppin' them bugs!**
- **Killer intro and fantasy elements**

Cons

- **Short, self-steering courses**
- **Staring at the ass-end of a big bug**

● ● ○ ○ ○

FANTASTIC FOUR

playSTATS

Multi Tap Adaptable 1~4 Players

1~4 Players | Memory Card 1 block | Acclaim

The Marvel Comic heroes hit the PlayStation

This concept is getting tired, but Acclaim managed to make this title float for the PlayStation.

You start off by choosing one of the Fantastic Four characters: She-Hulk, Torch, Mr. Fantastic, Thing or Invisible Woman. You can play up to four players at one time. If you're playing alone you can have up to three drones (Fantastic Four Members) that will help you on the side.

Overall, the 3-D environment is a nice touch. Well-detailed backgrounds set the mood of each level. Players' animations and the addition of the huge Bosses have been animated very well. What's really missing is the lack of moves and attacks. You expect more moves from a comic character. Also, you end with only a few special powers for each player.

Another gripe I have about this game is the fact that it gets repetitive. Pretty much the object of the game is to walk around, beat up some enemies, pick up some power-ups, and beat up some more baddies. It gets boring after clearing the earlier stages. Plus, the game is very easy even when you turn it up to the hardest level.

Final Fight-type games never really did it for me since the action gets too repetitive.

—Dindo Perez

box score

Pros

- **Detailed levels**
- **Able to play with up to four players**

Cons

- **Action is too repetitive**
- **Lack of moves for characters**

● ● ○ ○ ○

PlayStation
MASS DESTRUCTION

playSTATS

1 Player

Memory Card 1 block

Analog Controller Compatible

ASC Games

MASS DESTRUCTION

War is heck (damned editorial censorship...)

Select Tank

Many games falter by falling short of overly ambitious aims, while others seem to be underachievers by design; they aren't bad games, they simply have very limited scope and make no attempt at innovation. Mass Destruction is such a game.

Best described as a grounded Soviet Strike or possibly as Return Fire minus the cool Two-player Mode, Mass Destruction is a top-down tank warfare game. Players choose one of three futuristic tanks (no jeeps, choppers or gunboats here) and embark on a series of missions, such as destroying fuel dumps, intercepting convoys and rescuing hostages.

The game has intuitive controls, analog compatibility, large levels and sharp (albeit simplistic) graphics, but it's nothing you haven't seen before. Had ASC added a Two-player Mode or extra vehicles (as Electronic Arts did with Nuclear Strike) the game might have gone from "average" to "good."

I'm sure there are plenty of new PlayStation owners who'd be happy playing Mass Destruction for hours on end, but I, as you might have guessed, am not a new PlayStation owner...

—Gary Mollohan

box score

Pros

- **Multiple-objective missions**
- **Nearly every on-screen object blows up real good**

Cons

- **Loads of unavoidable hits**
- **Been there, done that**

● ● ◐ ○ ○

CRITICAL DEPTH

playSTATS

1 Player

Memory Card 1 block

Analog Controller Compatible

GT

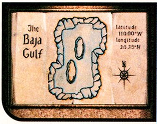
PlayStation
CRITICAL DEPTH

"It's water these subs are in, not molasses"

When we heard that SingleTrac was doing a submarine game, most of us thought it would end up being Twisted Metal under water. Unfortunately, although Critical Depth's premise is similar enough to the TM series, the gameplay itself falls a bit short.

The main problem with this game is the speed—or more precisely, the lack thereof. Controls seem terribly sluggish, which really cuts back on the adrenaline. It's water these subs are supposed to be sailing around in, not molasses. Use of an analog controller helps somewhat, but it's still slower than I would like. Also, some sloppy collision detection and some unremarkable level design make for some more minor annoyances.

On the other hand, the inclusion of a Two-player Mode, available even in the standard mission progression, adds a level of co-operative play in addition to the standard deathmatch fare. Amusing characters and story line add some much-needed atmosphere, as well.



I imagine that Critical Depth will probably appeal most to die-hard fans of the Twisted Metal series. Not being one of them, I have to admit it didn't do all that much for me. I'd suggest renting it first.

—Joe Rybicki

box score

Pros

- **Two-player Co-operative Mode**
- **Amusing characters**

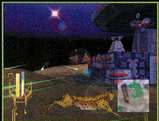
Cons

- **The game is just plain slow**
- **Questionable collision detection**

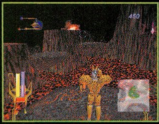
● ● ● ○ ○

SURVIVAL OF THE FITTEST

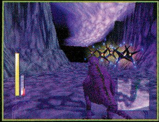
takes on a whole new meaning when BEASTS can CHANGE into ROBOTS armed to the teeth with hi-tech weaponry and bent on ruling the UNIVERSE!



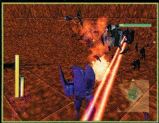
Command state-of-the-art Transformers! Be a heroic Maximal like Cheetor and change from beast...



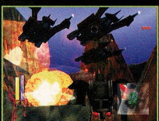
...to robot fighting machine with awesome firepowers!



Or choose to be an evil Predicon like the terrifying Megatron!



Battle in rugged 3D terrain with natural hazards and enemy armies. Defeat rival Transformers in head-to-head combat!



Maximize! Terrorize! Fight for control of the Energon supply!

www.beastwars.com

BEAST WARS®
TRANSFORMERS™

IT WILL BRING OUT THE BEAST IN YOU

Coming Soon on Windows® 95 CD-ROM

©1997 Hasbro Interactive, Inc. ©1997 Hasbro, Inc. All Rights Reserved. Beast Wars™ Transformers™ are trademarks of Hasbro, Inc. Manufactured under license from Takara Co., Ltd. Developed by Sony Computer Entertainment Europe (a division of Sony Electronic Publishing Limited.) PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Windows and the Windows95 are trademarks of Microsoft Corporation. The rating icon is a trademark of the Interactive Digital Software Association.

FELONY 11-79™

TOTAL TIME 02: 07: 46
TIME LIMIT 173 sec
TOTAL AMOUNT $138,200
TOTAL TIME 00: 26: 60
TIME LIMIT 274 sec
TOTAL AMOUNT $106,664
$50,000
FENCE
POLICE CAR
FENCE
POLICE CAR
FUEL
AT
DAMAGE
TIME LIMIT 272 sec
TOTAL AMOUNT $153,624
$1,000
CHAIR
STAND
TOTAL TIME 02: 50: 70
TIME LIMIT 100 sec
TOTAL AMOUNT $199,000
TOTAL AMOUNT $1,141,573
$5,000
FENCE
FENCE
FENCE
TOTAL TIME 01: 37: 40
FLOWE

YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.

You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a bad-ass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.

PlayStation™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

ASCII
ENTERTAINMENT

© 1997 YANOMAN GAMES © 1997 CLIMAX. All rights reserved. ASCII Entertainment, Felony 11-79, and the Felony 11-79 logo are trademarks of ASCII Entertainment Software, Inc. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All other brand and product names are trademarks or registered trademarks of their respective holders.

Shipwreckers!
PlayStation

playSTATS

Multi Tap Adaptable 1~5 Players

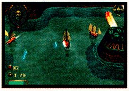
1 or 2 Players

Memory Card 1 block

Psygnosis

SHIPWRECKERS

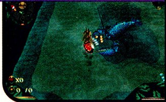
Living the pirate ways



The object of the game is quite simple: Play as a pirate in search of treasures, attacking friendly cities for resources (icons) and territory supremacy. You then have to find the exit portal to advance to the next level.

Your ship is equipped with cannons on the sides and one cannon at the bow. You can acquire more weapons later on in the game, but you must find them. Increase your arsenal's damage by collecting the upgrade icon.

Sailing the high seas is not that easy. Encounters with ships and sea monsters are common. Obstacles must be destroyed or avoided. Every detailed scenario is different and will get more difficult as you advance, but despite the changes in the scenarios the action hardly changes. Though the game is fun, it becomes repetitive. I do like finding the secrets (treasure chests) and weapons that I've not yet acquired.



For a change of pace, take some time off from the adventuring and go at it with a friend in the Death Match Mode. Don't ask.

Shipwreckers is a good game with a simple concept. Unfortunately, this is going to be one of the sleepers of the year.

—Dindo Perez

box score

Pros

- **Well-designed levels**
- **Good controls**
- **Lots of weapons**

Cons

- **Lack variety of enemies**
- **Action could be more exciting**

● ● ● ○ ○

NEED FOR SPEED: V-RALLY

playSTATS

1 or 2 Players

Memory Card 1 block

EA

PlayStation
Need for Speed V-Rally

"Speed isn't the only thing V-Rally needs"

Not being a big fan of previous Need for Speed games, I didn't have particularly high hopes for Need for Speed V-Rally. It's a good thing, because if I were a fan of the series I think I would have been sorely disappointed.

V-Rally has some good things going for it, like extremely customizable vehicles and a large number of graphically detailed tracks. What it does not have is acceptable controls, and this is what ultimately kills the game.

Try turning your car to the side and you'll be treated to one of the most unusual and unpleasant racing effects I've seen yet: The car will appear to turn a certain distance, then suddenly straighten out for a brief moment, and then turn again. I had to try it on a number of controllers to be sure my pad wasn't shorting out. Also, even on straightaways, the cars lag. Ridiculous crashes add to the mind-boggling physics engine. If you're into cars flipping 50 feet in the air end over end (which I'm not), then this one's for you.

Repetitive courses, weak sound effects and an obnoxious hair-metal soundtrack round out the unpleasantness. Speed isn't the only thing V-Rally needs.

—Joe Rybicki

box score

Pros

- **Customizable vehicles**
- **Detailed tracks**

Cons

- **Horrifying controls**
- **Questionable physics**

● ◐ ○ ○ ○

Join The PlayStation™ Underground™ Now

PlayStation™

UNDERGROUND™

Why? Why NOT?

It's easy!

Plus you'll get exclusive gaming news, restricted cheats & codes, insider PlayStation info, access to PlayStation Underground merchandise and special offers.

Plus it's FREE!

And you'll also get a $29.95 rate when you subscribe to the PlayStation Underground CD Mag.

www.playstation.com

Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Underground ™/© 1997 Sony Computer Entertainment America Inc.

Sign Up — It's FREE!

Do You Own A PlayStation?

☐ YES ☐ NO

What type(s) of games do you plan to purchase?

☐ Sports
☐ Fighting
☐ RPG
☐ Driving
☐ Action/Adv.
☐ Shooter
☐ Flight Sim
☐ Strategy

(Please Print Clearly)

NAME ____________________
First *Last*

PARENT'S NAME ____________________
(Provide If Under 18) First *Last*

ADDRESS ____________________

CITY/ST/ZIP ____________________

E-MAIL ADDRESS ____________________

PHONE (   ) ____________________

GENDER ○ Male ○ Female

DATE OF BIRTH MM / DD / YY

JOIN NOW!

Mail To: PlayStation Underground
P.O. Box 152225, Irving, TX 75015-9859
Fax To: Toll Free 1.888.780.SONY (7669)

or Call Toll Free! 1.888.770.SONY (7669)

Never Underestimate the Power of PlayStation™

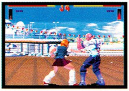
playSTATS

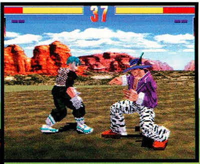
1 or 2 Players

Memory Card 1 block

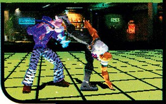
T•HQ

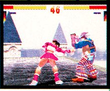
VS.





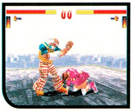
"Nothing if not unusual"





This new fighter from T*HQ is nothing if not unusual. Presented in an odd, ultra-blocky polygon style, Vs. contains some of the most bizarre characters ever assembled in a fighting game. What other game lets you pit a pimp—oh, excuse me, a "businessman"—against a street mime?

Sadly, the gameplay does not stand out nearly as much as the characters do. Combat is jerky and monotonous, and controls often unresponsive. And a particularly unusual control scheme can add confusion to the mix.



Odd sound effects and a distracting "alternative" soundtrack (who let Razed In Black listen to that much Nine Inch Nails, anyway?) add to the bizarre atmosphere this game conjures. And dismal, unbalanced AI makes for a strange progression of matches. I plowed through nine enemies in a row simply by crouching and punching repeatedly—nothing more.

I have to give the company credit for putting such strange characters in a fighting game. Unfortunately, when you get right down to it, that's about all Vs. has going for it. This is a rental, if that.

—Joe Rybicki

box score

Pros

- **Characters are...um...unique**

Cons

- **Action is clumsy and stiff**
- **Gameplay is extremely unbalanced**

● ○ ○ ○ ○

REEL FISHING

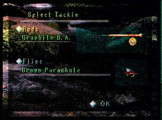
playSTATS

1 Player

Memory Card 1 block

Natsume

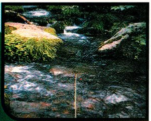
Nothing like sitting at home catching fish

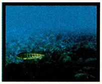


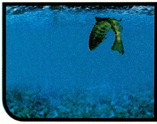
This may not be the best fishing game for the PS, but it's damn good and fun too.

What makes this good is that it's simple to play and it doesn't require as much patience as other fishing games out there. A beginner can pick up the controller and start fishing with no problem. Also, the interface is easy to follow rather than in some other games where you have to go through several options to get started.

You start out at the local entry waters where fishing is a breeze. In order to open up the harder fishing sites, you have to catch bigger fish. This is when the challenge sets in. There are several ways to catch a fish. You have to worry about what fishing pole you'll be using, type of bait to use and finally, the best hook for the type of fish you'll be catching. You can then keep track of what you catch by keeping your fish in an aquarium, feeding them once in a while and showing them to your friends.







The fishing scenario is well detailed. Reel Fishing uses full-motion video for the active waters. As you go below you will see a more detailed view. I'd rather go fish for real, but if you don't want to smell like fish, stick to this game.

—Dindo Perez

box score

Pros

- **Easy to get into**
- **Able to keep fish in aquarium**

Cons

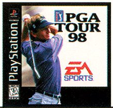
- **Needs more scenarios**

● ● ● ○ ○

PGA TOUR 98

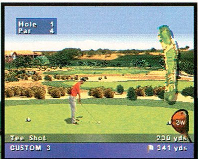
playSTATS

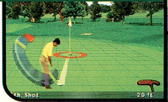
1~4 Players | Memory Card 2 blocks | EA Sports



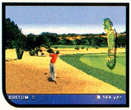
"PGA Tour 98 has problems..."

Hole 1
Par 4
Yards 373
Pebble Beach, California





Player Select



PlayStation gamers who like golf games have not had much to get excited about. The first PGA tour golf on the Sony console was full of bugs and played like molasses which explained my trepidation when booting up the newest installment in the series. Luckily, PGA 98' is definitely swifter in the action department and has a simpler menu system. Speaking of play, the loading times between button inputs and onscreen action is quite distracting. It seems to take an awfully long time to play through a hole of golf in PGA 98' let alone a whole game. The graphics seem pretty dated and the animations of the players needs work. Two crucial areas that should be the core of a good golf game are ball physics and graphical presentation of the course. EA has the physics down, but it is really hard to tell at times due to the sloppy grass and course textures. It would also be nice to create the type of consistent ambient sound that is the hallmark of a golf experience. It is very unnerving to hear the sounds of nature interrupted while the game is loading the player animations. PGA Tour 98' has problems that will take getting used to, but it isn't a horrible golf game. PlayStation owners will have to wait a little longer for something more substantial. —***Wataru Maruyama***

box score

Pros

- Lots of official licenses
- Better than previous version

Cons

- Cumbersome loading time
- Outdated Graphics

● ● ● ○ ○

RED ASPHALT

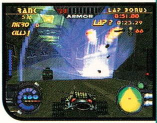
playSTATS

1 or 2 Players | Memory Card 1 block | Interplay

RED ASPHALT
PlayStation

"It's just plain bad"

THULA CRIMSTONE



RANK
ARMOR
LAP BONUS
NITRO
KILLS
MOORE

Had Red Asphalt been released back when it was originally announced two years ago, it would have been mediocre. Today, it's just plain bad. Virtually everything about the game is derivative, from the hackneyed sci-fi story to the race-for-parts-and-cash gameplay. Crash 'n Burn for 3DO used the same formula four years ago, and it was far from revolutionary then. At least the 3-D graphics were impressive at the time, something most gamers take for granted today.

Perhaps Red Asphalt's biggest sin is its shoddy control. Despite looking as stable as a tank, your car spins out on all but the most gradual turns and—for no apparent reason—on straightaways occasionally. Upgrading with your winnings does little; even with the best equipment, it was still the same story. Your poor maneuverability, of course, makes you fodder for drone cars, which race up behind you and machine gun you to bits.

Red Asphalt does have large, nicely detailed tracks, but you have to race each one five or six times before advancing to the next. Most gamers, however, will toss the controller in frustration before seeing more than one or two.
—Gary Mollohan

box score

Pros

- Large, branching tracks
- Voice-overs by Optimus Prime guy

Cons

- Horrible control
- Trite story and gameplay

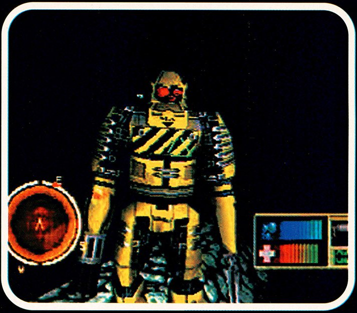
● ◐ ○ ○ ○

BESIDES DANGER
AND INTRIGUE,

TREASURES OF THE DEEP

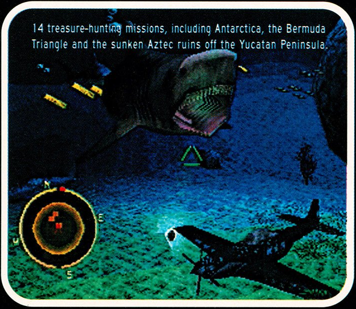
OFFERS SOMETHING
THAT'S BEEN LACKING
IN ACTION/ADVENTURE
GAMES.

What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep*™ places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.

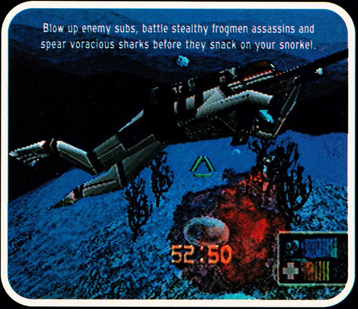


Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

ACTION AND

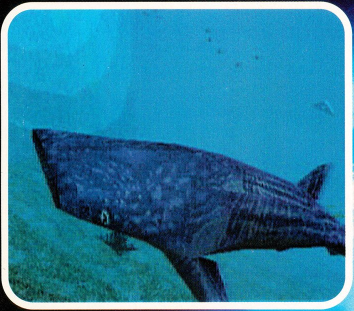


14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.

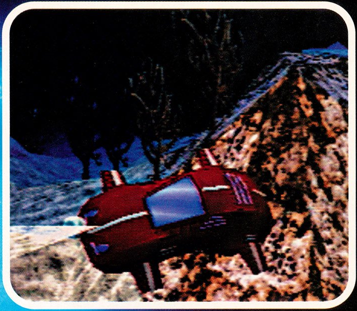


Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they snack on your snorkel.

TREASURES OF THE DEEP™ © 1997 Namco Hometek Inc. All Rights Reserved. TREASURES OF THE DEEP is a registered trademark of Namco Hometek Inc. PlayStation



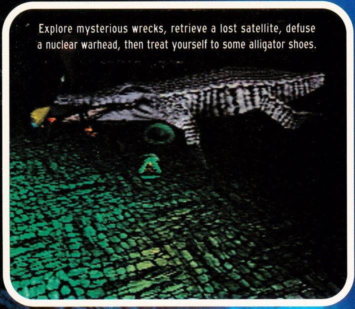
The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.



Pilot 8 state-of-the-art submersibles. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Viper attack sub.

ADVENTURE.

Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.



TREASURES OF THE DEEP

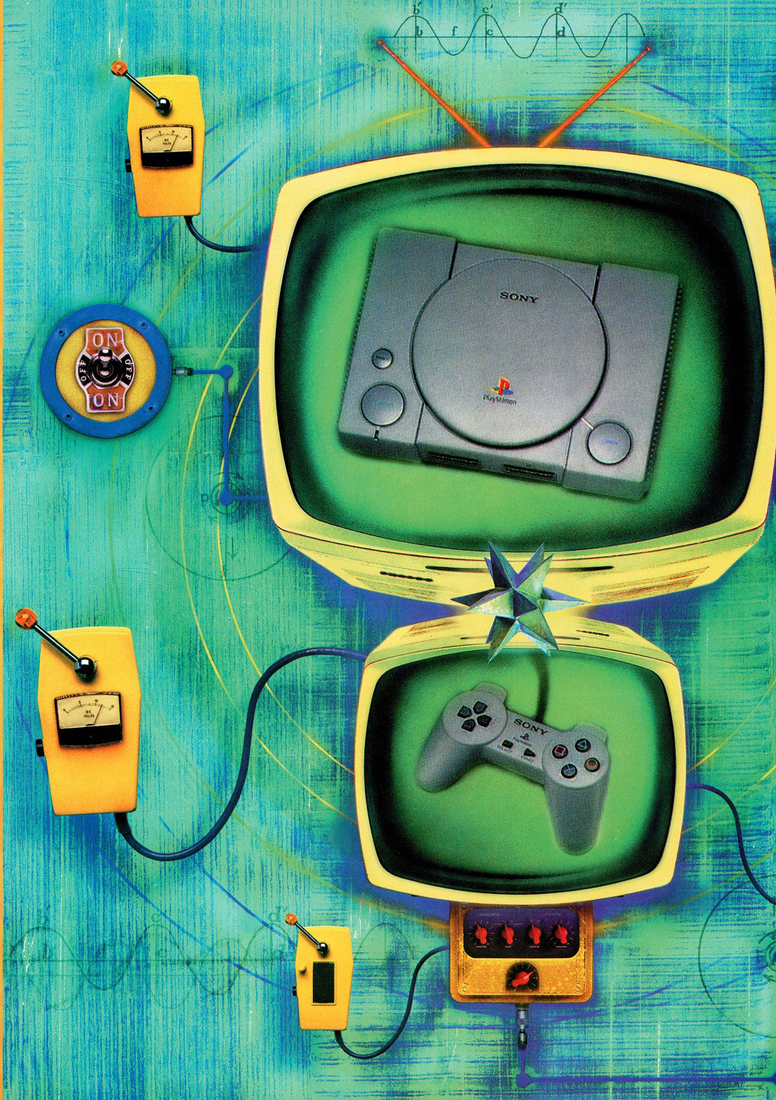
THIS TIME, YOU'RE IN OVER YOUR HEAD.

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

namco®
www.namco.com

PlayStation™

and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.


b′
c′
d′
b
f
c
d
SONY
PlayStation
ON
OFF
OFF
ON
DC VOLTS
SONY

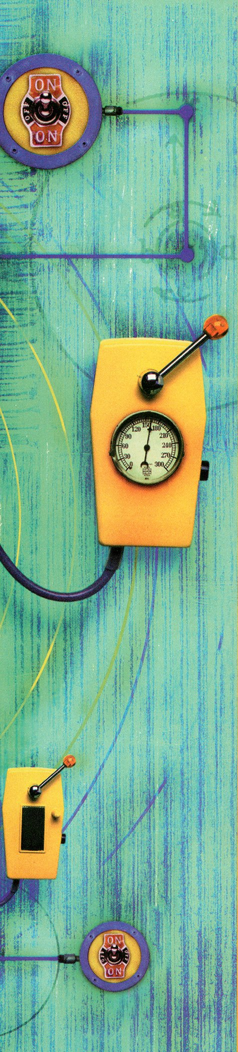


illustration by Steven Biver

it's alive... ALIVE

Want to turn your PlayStation into a near-virtual-reality machine? Plug into one of these killer A/V systems

by Brent Butterworth

Most video game fanatics plug their PlayStation into a state-of-the-art audio/video system—state of the art, that is, for the days before Marsha Brady could fill out a sweater. If you're playing video games on an old 19-inch TV, you're really just spending hours a day making little things jump around on a screen. This is what you call entertainment?

Instead, try hooking up your PlayStation to a big-screen TV and a surround-sound system, and you'll find you're halfway to virtual reality—you'll get into the game like never before. You'll lean hard right when you're banking into the turns on Rage Racer. You'll duck when your opponent swings a sword at you in Soul Blade. You'll find yourself bouncing up and down in your chair as you're making Crash Bandicoot hop around. Simply put, the bigger the screen and the better the sound, the more you'll enjoy your PlayStation. I know—I got seriously into games way back in the days of NEC TurboGrafx, when I was lucky enough to have a job writing about both big-screen TVs and video games. Once I put the two together, I realized right away that playing on a small screen just ain't the same game. Even the old games you've already finished will take on a whole new feel when the characters grow from Mighty Morphin' Power Rangers action figure size to, say, Tickle Me Elmo dimensions.

The prices on TVs and audio gear have fallen so fast that almost anyone can afford a decent-sized TV, a nice little receiver and five speakers for surround sound. Oh, yeah, one more thing—you'll also get a lot better sound and picture for those one or two times a year when you want to shut off your PlayStation to watch TV or listen to a CD.

We've already got a couple of systems all picked out for you—one budget system you might be able to swing right now, and one that's perfect for when you land your first gig out of college (assuming, of course, that you graduate from Stanford, start your own software business and clear a few mil when Microsoft buys you out a year later). If neither of these systems seems just right for you, don't worry—we'll start by spelling out the rules to follow when you pick out your new gear.

Don't Break The Rules!

There's a few rules you've gotta remember when buying A/V gear, but it's not so complicated when you realize that you're only really looking at three pieces of gear: the TV, the receiver and the speakers. If you can't afford all three at once, that's OK—start with the TV, add the receiver next (using whatever old speakers you can find) and finish with the speakers.

The basic rule of buying a TV is very, very simple. You won't even have to write this one down. Ready? Here it is:

THE BIGGER, THE BETTER.

Why's that? Simple: Because the bigger the screen, the more you'll feel like part of the game. Get a big enough TV, and you'll have to start moving your head a little to follow the action on screen—just as you would if you were actually running down the darkened halls in Tomb Raider.

How big is big? Well, don't even think about any TV that's less than 27 inches. But 35 inches is really more like it, and if you can afford a big projection TV, so much the better. I play games on a 7-1/2-foot screen—sitting only about 10 feet back—and it's nothing short of awesome. I've actually seen people get queasy playing racing games on my system! That's as real as it gets outside of a military simulator.

Besides the big-screen rule, there's only two more rules to remember when you buy a TV. First, get one with an S-video input. An S-video input carries the color and brightness parts of the video signal separately. (Sony makes

RCA F3267SB 32" Television

an S-video PlayStation adapter you'll need to use this input.) Using S-video eliminates artifacts called dot crawl and hanging dots. Dot crawl shows up as crawling, almost pixelated-looking vertical borders between colored objects on screen. Hanging dots is the same thing, only horizontal. Both make colored edges of graphics look dull instead of sharp.

Also, get a TV with picture-in-picture. Most people use PIP to watch two TV shows at once, but you can also use it to play games while you're watching TV. I've found this a great way to use your time more efficiently. Say you're watching *Conan O'Brien*, and he's got Salma Hayek on—but maybe Michael Bolton is on first. No problem: You just put *Conan* into a little window in the corner, and enjoy stimulating gameplay until Salma comes on.

Get a big enough TV, and you'll have to start moving your head a little to follow the action on screen

Once you've got the TV, you'll want to add a surround-sound system. Here's your one rule: Get a receiver with Dolby Pro Logic, plus some extra surround-sound modes. Any game produced in Dolby Surround (like Codename: Tenka and others) will sound absolutely awesome through a Dolby Pro Logic receiver—you'll hear all sorts of sounds behind you, coming from your rear speakers. Other games will probably sound great in one of the other surround-sound modes, which are designed to simulate certain acoustic spaces. You can just keep trying modes and adjusting the rear-speaker delay until you find a setting that fits. On my Harman Kardon receiver, I like Stadium Mode on NFL GameDay (of course), but even on Crash Bandicoot (go figure). Soul Blade sounds better to me in the more subtle Theater Mode.

You'll also need five speakers: the usual left and right speakers, plus a center speaker and two rear speakers. You can spend anywhere from $200 to $200,000 on five speakers; generally, you get what you pay for. But here's one speaker shopping rule you can't forget: Get a subwoofer—or at least a speaker with a couple of good-sized woofers. There's a lot of bass in today's games that you don't hear over those dinky speakers in your TV. Big woofers will do the job, or if you prefer small speakers, you can add a subwoofer to extend the bass response of your system. Like a big-screen TV, a subwoofer or speakers with deep bass get you one step closer to virtual reality—when your car crashes on screen, you won't just hear it, you'll feel it in your butt.

Yamaha RX-V592 Receiver

The Real-World (for you) System

Our first recommended system comes in at only $2,300 for the whole schmear. And that's list price—you'll probably get a decent discount on at least the receiver and the TV.

The system starts with the $949 RCA F3267SB, which meets our three TV guidelines without breaking a sweat. For starters, a 32-inch screen. Plus, there's an S-video input and picture-in-picture. And as if that weren't enough for nine-point-five bills, it's (I think) the cheapest 32-inch with a digital comb filter, which does a lot of the same good things that an S-video input does, only with normal video signals. (Not that this is an excuse for you to cheap out and skip buying that S-video adapter for your PlayStation.) Also, RCA TVs have an excellent reputation for color fidelity, so what you'll see on screen is closer to what the producers saw when they were creating your game.

Once you get a big-screen TV, you might notice that while the picture's gotten bigger, the sound hasn't. Even most big TVs have only a couple of cheesy little speakers powered by amps better suited to telephones than hi-fi. That's why your next purchase should be Yamaha's $500 RX-V592 receiver. Yamaha's the leader in receivers with digital signal processing. The company's engineers actually went out and measured lots of famous clubs, concert halls and cathedrals so that they could digitally re-create the acoustics of those spaces in your living room. You can just dink around until you find a sound you like. Want to hear Final Fantasy VII like all the action's taking place in New York's Village Gate jazz club? You now have the power, my friend. The RX-V592 is also ready if you want to add a DVD player and a Dolby Digital adapter for state-o'-the-art surround sound. One

Energy Take 5 Speaker System

Lexicon DC-1 Surround Sound Processor

caveat, though: It doesn't have S-video connectors (which are only available in receivers costing twice the price or more). You'll have to hook up your PlayStation's S-video line straight to the TV, and connect only the stereo audio lines to the receiver.

Last—and way, way far from least—is what might be your favorite part of the system: Energy's $800 Take5 speaker system. Take5 is, hands down, the best surround-sound speaker system I've heard for under $1,000. The little satellite speakers sound clear as a bell, every bit as good as a lot of the $2,000/pair audiophile speakers I've heard. And the subwoofer that comes with the system puts out more powerful, punchy bass than any box this size has a right to—thanks in part to the built-in 100-watt amp.

Atlantic Technologies System 450 THX

The Real-World (for Bill Gates) System

OK, we've checked out your basic A/V system. Let's pull out all the stops and see what we get by upping the budget by, say, a factor of 13.

What do you get for $30,000? For starters, one of the best video monitors made today: Runco's $14,995 DTV-852 video projector. Hang this thing from your ceiling, put up a 6- to 12-foot screen on the wall and you've got a humongous TV that doesn't take up a single inch of floor space. Clearly, the big-screen rule isn't a problem here, and there's an S-video input, too. OK, the DTV-852 doesn't have picture-in-picture, but neither does any other video projector sold today. But all is not lost. Many projector fanatics (myself included) fulfill their PIP fetish by adding a whole 'nother TV to the system! The DTV-852 also has a built-in line doubler, which converts the interlaced, TV-style video of the PlayStation into progressive-scan, computer-style video, so your games will look like you're playing them on a Silicon Graphics workstation! This projector's also 100-percent compatible with high-definition digital TV, when that comes along in a year or two.

For sound, we'll start with the DC-1 surround-sound processor from Lexicon. There's not a rock star in the world who doesn't have a piece of Lexicon gear in his studio; these guys are truly the masters of digital signal processing, and they've used every iota of their expertise in creating the DC-1. This processor starts at $2,000, in a version that comes with Dolby Pro Logic and the coolest digital surround-sound modes ever committed to silicon. (You can also add Dolby Digital and DTS digital surround sound decoding; a fully loaded DC-1 tops out around five grand.) There's even a Logic7 mode that synthesizes surround sound for seven speakers, instead of the usual five. Hook up the DC-1 to a stack of Lexicon's studio-grade amps, and you've got enough juice to get 'em hearing Need for Speed not just on the next block, but in the next neighborhood.

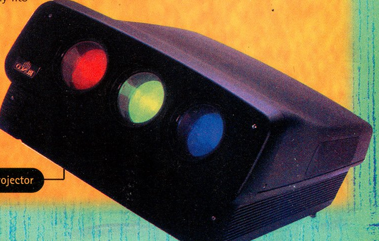
But you need some pretty bulletproof speakers to handle all that power, and Atlantic Technology's got a brand-new system that completely fits the bill: System 450 THX. For about $6,000, you get beefy left, center and right speakers; two dipolar surround speakers that create a very realistic surround-sound effect; and a muscular subwoofer that'll pound like Rush Limbaugh jumping up and down on your floor. This system's THX-approved, so you get real movie theater-quality sound. Plus, it's engineered to sound great on your music CDs, too. And it plays loud enough to make the members of Korn run from the room. (Incidentally, you might notice Atlantic Technology's logo used in the new Jet Moto 2.)

When It's OK To Break The Rules

Don't let the $30,000 price—or even the $2,300 price we quoted before—scare you. It's actually possible to put together a passable little video game system for under $1,000: a $300 27-inch TV, a $199 Pro Logic receiver and maybe Cambridge SoundWorks $399 Ensemble IV speakers.

Now, you will find yourself breaking a few of our rules if you want to get your budget down this low. But still, better to break a few rules than to play even one more round of your favorite race game on that old 19-incher. Banish that thing to the basement, and start playing your games in style.

Brent Butterworth is president of CFG Labs, where he tests audio and video products for Home Theater Magazine *and others. He began covering video games way back in 1989, when he attended his very first press conference—the launch of the Atari Lynx.*



Runco DTV- 852 Video Projector

READY TO WEAR

FOR THE PLAYSTATION™ GAME CONSOLE

" Reality Quest's The Glove... will change the way you play games. "

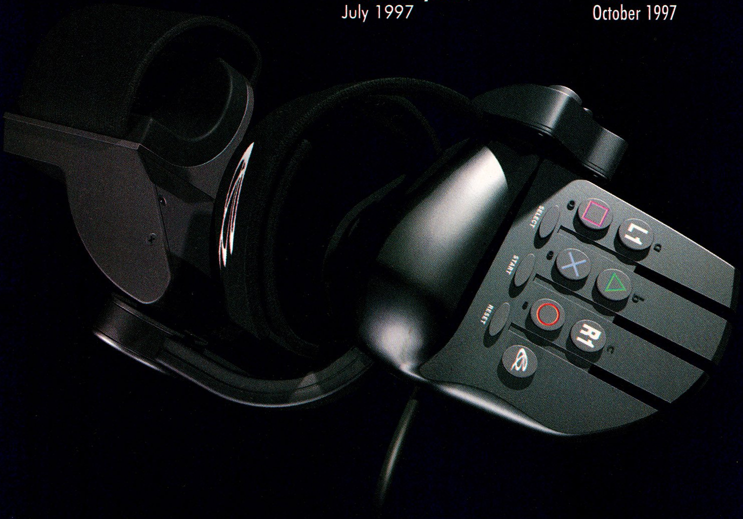
- ***GamePro***
July 1997

" The Glove does give the dedicated gamer a competitive control advantage."

- **Ultra GamePlayers**
July 1997

" The coveted Glove is a truly revolutionary controller. "

- **PSM**
October 1997



the VIDEO GAME CONTROL GLOVE

Licensed by Sony Computer Entertainment America for use with the PlayStation game console.
PlayStation and the **PlayStation** logo are trademarks of Sony Computer Entertainment Inc.

and Reality Quest are trademarks of Reality Quest Corporation.

...ON HAND NOW

AT STORES EVERYWHERE

PlayStation™

License Pending

REALITY QUEST™

- 100% Compatible with the Standard Controller for the PlayStation™ Game Console
- Digital, Analog, and Simulated Analog Modes
- Plug 'n Play
- Fast Button Layout

- Proprietary Wrist Motion Sensing Technology
- Optional Y-Axis Layout
- Three Pre-defined Button Layouts
- Three Sensitivity Options

FOR MORE INFORMATION AND AVAILABILITY, CHECK OUT

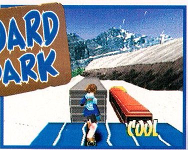
WWW.THEGLOVE.COM

COOL BOARDERS 2

by Dave Malec

Don't force it, feel it. It's time to shred! These are words to live by once you strap that board on and hit the slopes. Cool Boarders 2 will put your skills to the test. Compete in four different Play Modes, including Free Style, Competition, Big Air and Half-Pipe. For all of you beginners out there, I'll try to point you in the right direction. All of the tricks have been provided for you, in addition to general boarding tips. Die-hard gamers are always looking for secret characters and other hidden goodies and we've uncovered all of them. If that's not enough to get you through, stick to the bunny slopes.

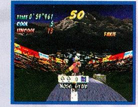
BOARD PARK



The Board Park is just an area to goof around on and hone your boarding skills. There is no time limit here and you can even turn around and hop back up the course. Try your hand at learning how to grind. As you approach a rail, jump up and spin the board sideways with the Square Button. This skill may come in handy at a later time, so get accustomed to it. There is a "Cool Meter" that changes color reflecting how well you do. See if you can get it to light blue.

BIG AIR MODE

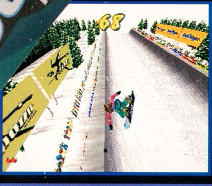
Here's where all you daredevils get to show off your stuff. There are two different options to the Big Air Mode–Contest and Master. Contest Mode challenges you to come up with your best trick on any of the three jumps. This is an excellent place to practice your tricks without any distractions. Going fakie will always give you more points if you land the trick. Try using tricks that involve rotation and double-grabs for maximum points. You may get lucky during Contest Mode, but Master Mode will challenge you to land specific tricks. The combined lists of basic and advanced tricks gives you the complete set of 100 moves that need to be completed in this mode.



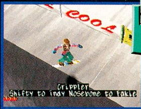
Official U.S. PlayStation Magazine

COMPETITION MODE

Go up against seven other boarders in head-to-head races during Competition Mode. This event consists of racing through all nine courses, with points awarded depending upon how well you place. Each course will require you to accumulate a certain number of points to continue to the next. At the beginning of each race, you will compete on one of the three Big Air jumps. You have two attempts to compile as many points as possible. This is where practicing the Big Air Mode will come in handy. Where you place here directly effects your starting position, so make it good.



HALF-PIPE MODE

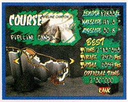


Running the half-pipe will require you to competently perform a well-balanced routine. You will be rated on standard maneuvers, amplitude, landing, rotation and technical merit. Start with one or two basic tricks to get your speed up and then go for something a little more difficult. Pay close attention to nailing your landings, for it can make or break the outcome of the event.

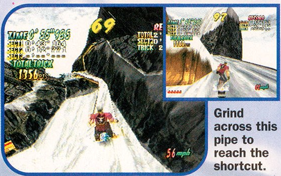
TOUGH COURSES

The first five courses shouldn't give you much trouble to get the hang of, but the latter half are more difficult. I've tried to point out the specific areas that gave me trouble and the several shortcuts available. Hopefully, this will help you to improve your times and gain an advantage over your opponents.

PIPELINE CANYON



Strangely enough, you'll need to beware of the pipes on this course. After the second jump you will come across a pipe that runs over the canyon. You can ride it by lining up with the pipe and then switching to a grind. When you see your character leaning to either side, tap the D-pad in the opposite direction to compensate. It's not easy, but it will shave seconds off of your time. Take it easy on the snow-covered pipes. If you are cruising along at high speed, crossing them will send you airborne. Near the end, there are a couple of pipes jutting out into your path. You can leap over these obstructions or go to the outside. Just beware of the ice patches.



Grind across this pipe to reach the shortcut.

FREEZING POINT

Freezing Point is covered in ice and filled with sharp turns, making it one of the fastest and hardest courses in the game. Although the rocks you encounter look ominous, you can jump off of them to boost ahead. Following the second jump, you will notice an area scattered with trees on the left. Jump up here to give you a straight shot through the bend. Be careful of your exit angle or you'll fly off of the cliff. The check point after the bridge requires you to jump to higher ground and is tough to land tricks on. I suggest using an all-around board.

BASIC TRICKS

To successfully conquer the slopes, you will need to become familiar with a variety of tricks and their execution. All moves start by holding down the X Button to jump. When you see an arrow together with a command, this requires you to charge in that direction to execute the trick. Keep in mind that the more you charge, the greater the number of rotations.

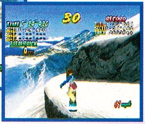
Shifty	L1
Lien Air	↓ + R1
Indy Grab	↑ + R2
Frontside 180	← spin
Mute Grab	↑ + R1
Stalefish	↓ + R2
Method	↓ + L2
Backside 180	→ spin
Shuffle	L1 L2
Fakie to Shifty	L1
Flip	↑
Backflip	↓
Misty 180	↙
Nose Grab	↑ ↑ + R1
Frontside 180 Shifty	← spin / L1
Tail Grab	↓ ↓ + R2
Indy Nosebone	↑ + R2 L2
Tweak	↓ + R1 L1
Fakie to Stiffie	↑ + R1 L2
Melancholy	↓ + R1 L2
Frontside 180 Mute Grab	← spin / ↑ + R1
Backside 180 Indy Grab	→ spin / ↑ + R2
Frontside 180 Lien Air	← spin / ↓ + R1
Fakie to Backside 180 Stalefish	← spin / ↓ + R2
Backflip Indy Grab	↓ flip / ↑ + R2
Frontside 180 Method	← spin / ↓ + L2
Flip Mute Grab	↑ spin / ↑ + R1
Misty 180 Lien Air	↖ 3D / ↓ + R1
Flip Nose Grab	↑ flip / ↑ ↑ + R1
Frontside 180 Nose Grab	← spin / ↑ ↑ + R1
Backside 180 Tail Grab	→ spin / ↓ ↓ + R2
Backflip Tail Grab	↓ flip / ↓ ↓ + R2
Frontside 180 Indy Nosebone	← spin / ↑ + R2 L2
Backside 180 Stiffie	→ spin / ↑ + R1 L2
Flip Melancholy	↑ flip / ↓ + R1 L2
Backflip Shuffle	↓ flip / L1 L2
Backside Misty 180 Melancholy	↗ 3D / ↓ + R1 L2

WINDING RIVER

COURSE
WINDING RIVER
BEST
OFFICIAL TIME
RANK

The Winding River course is tough to beat the trick score on. The first two checkpoints are immediately after sharp turns, while the next one gives you little elevation. Slow down early to be able to line up properly to attempt your tricks. Once you reach the first area with an open cliff to the left, look for the path to bend to the left. Just before this point you can leap off the edge to land safely a little farther up the track. It's not much, but it will save you some time. After the third checkpoint there is a ravine just past a group of trees. The landing is on an upgrade, so you will need to charge back slightly if you want to land squarely.

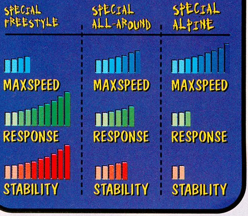
TIME 0'46"134
43
RECORD
TOTAL TRICK
176



The second checkpoint has two levels, but I'd use the top one.

UNLOCKING SPECIAL BOARDS

During the first five courses, you will need to place first in Time, Tricks and Total. Beating each set of five will grant you access to the corresponding special board.



SNOW RUINS

COURSE
SNOW RUINS
BEST
OFFICIAL TIME
RANK

This course is steep! A well-balanced boarder is what you'll need to tackle this ever-twisting course. There are several areas that give you the option to go to either side of rocky outcroppings. The faster route is a bit more treacherous, but worth the effort. When you reach the third checkpoint, look to the right side of the temple. There is a gap here that will lead you to an alternate path. It's pretty cool, but may not be worth it during a race. The caves you must go through are dotted with huge crystals.

TIME 1'40"122
29
RECORD
TOTAL TRICK

ADVANCED TRICKS

Advanced tricks consist of two or more basic tricks put together. The most important tip I can offer is to treat each portion of the trick as an individual move. For example, the Mute Grab to Indy Grab requires you to press Up and R1 to Up and R2. You can't just hold the D-pad in the up position and then hit R1 and R2. You need to release the buttons and the D-pad completely between each portion of the trick. With this in mind, you should be in decent shape to master this mode.

Shifty to Mute Grab	L1 to ↑ + R1
Stalefish to Shifty	↓ + R2 to L1
Mute Grab to Indy Grab	↑ + R1 to ↑ + R2
Shifty to Lien Air	L1 to ↓ + R1
Lien Air to Mute Grab	↓ + R1 to ↑ + R1
Method to Mute Grab	↓ + L2 to ↑ + R1
Mute Grab to Lien Air	↑ + R1 to ↓ + R1
Stalefish to Method	↓ + L2 to ↓ + R2
Lien Air to Indy Grab	↓ + R1 to ↑ + R2
Stalefish to Lien Air	↓ + R2 to ↓ + R1
Method to Shifty	↓ + L2 to L1
Method to Lien Air	↓ + L2 to ↓ + R1
Lien Air to Stalefish	↓ + R1 to ↓ + R2
Stalefish to Mute Grab	↓ + R2 to ↑ + R1
Indy Grab to Mute Grab	↑ + R2 to ↑ + R1
Shifty to Tweak	L1 to ↓ + R1 L1
Mute Grab to Indy Nosebone	↑ + R1 to ↑ + R2 L2
Indy Grab to Stiffie	↑ + R2 to ↑ + R1 L2
Stalefish to Shuffle	↓ + R2 to L1 L2
Stalefish to Tweak	↓ + R2 to ↓ + R1 L1
Nose Grab to Shifty	↑ ↑ + R1 to L1
Tail Grab to Stalefish	↓ ↓ + R2 to ↓ + R2
Nose Grab to Indy Grab	↑ ↑ + R1 to ↑ + R2
Tail Grab to Mute Grab	↓ ↓ + R2 to ↑ + R1
Nose Grab to Lien Air	↑ ↑ + R1 to ↓ + R1
Tail Grab to Method	↓ ↓ + R2 to ↓ + L2
Indy Grab to Melancholy	↑ + R2 to ↓ + R1 L2
Mute Grab to Tweak	↑ + R1 to ↓ + R1 L1
Stalefish to Indy Nosebone	↓ + R2 to ↑ + R2 L2
Lien Air to Stiffie	↓ + R1 to ↑ + R1 L2
Method to Stiffie	↓ + R1 to ↑ + R1 L2
Method to Melancholy	↓ + R1 to ↓ + R1 L2

DIVE INTO THE CAVE

COURSE
DIVE INTO THE CAVE
BEST
TIME
TRICK
TOTAL
OFFICIAL TIME
RANK

This is the secret course that you receive when you have completed the first 100 tricks in the Big Air/Master Mode. There are two paths to choose from in each cave. Both paths are about equal in terms of time, but I prefer to take the right side for the sake of lining up for a trick. The second checkpoint is where you'll need to get big trick points. Line up to the left for the steepest angle on this jump. During the second leg of the course there are also two paths. Again, I like the right side. Keep to the right of that first split and then stay in the middle when you come to the pillars. The left side is less obstructed, but harder to line up to the bridge from. The final jump is your chance to make up any lost trick points.

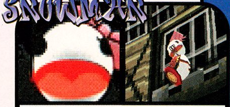
TIME 0'50"094
39
RECORD
TOTAL TRICK
565
TOTAL TRICK
115
TRICK 2638
63 mph

BONUS MODES

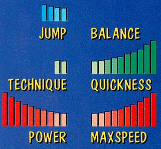
MIRROR MODE: This mode will allow you to race the mirrored versions of each course and is obtained by coming in first place in the Competition Mode.
HARD MODE: A more difficult mode obtained after placing first in Competition Mode while in Mirror Mode.

CHARACTER ATTRIBUTES

SNOWMAN

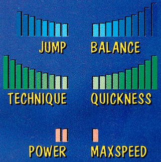


The Snowman can be obtained after successfully placing first in Time, Tricks and Total on all 10 courses or at least the last five. This includes the secret course, Dive into the Cave.



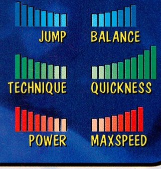
GRAY

You will be able to board as Gray after you have surpassed the first 100 tricks on the Big Air/Master Mode. Unfortunately I don't have an exact number for you, but you don't need more than 130 tricks to get him.



BOSS

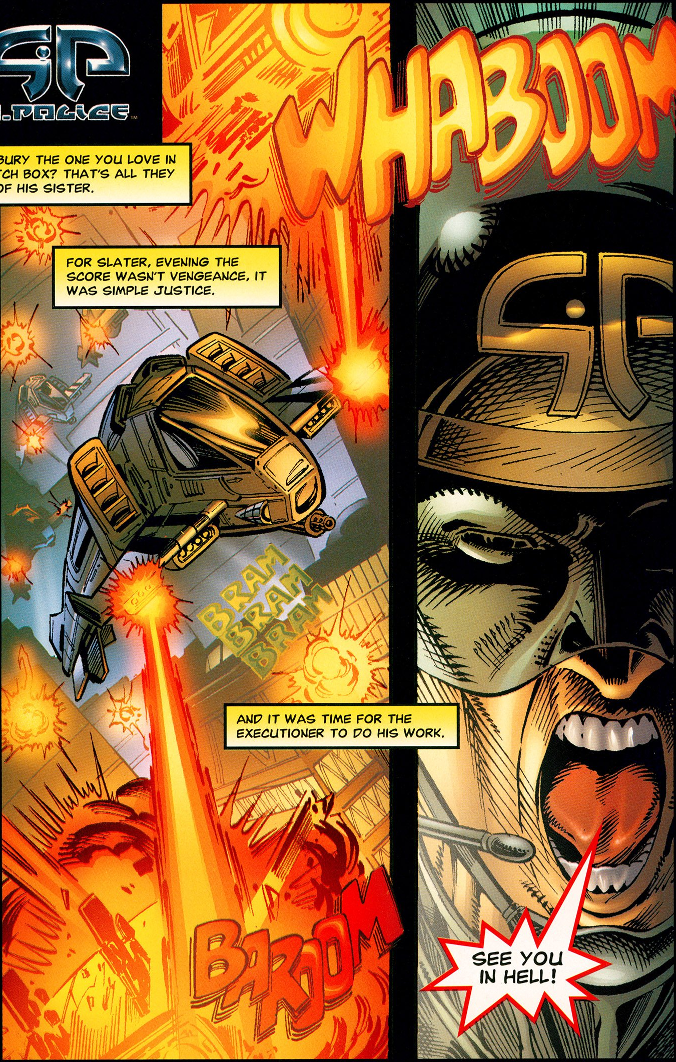
The computer opponent Boss is playable once you place first in Competition Mode while in Hard Mode. He is the toughest character to get, but with stats like that, I'd say that he's worth the trouble.



Backside 180 Shifty to Indy Grab	→ spin / L1 to ↑ + R2
Frontside 180 Shifty to Method	← spin / L1 to ↓ + L2
Fakie to Flip Mute Grab to Shifty	↑ flip / ↑ + R1 to L1
Frontside 180 Stalefish to Indy Grab	← spin / ↑ + R2 to ↑ + L2
Misty 180 Shifty to Stalefish	↖ 3D / L1 to ↓ + R2
Backside Misty 180 Indy Grab to Shifty	↘ 3D / ↑ + R2 to L1
Backside 180 Mute Grab to Stalefish	→ spin / ↑ + R1 to ↓ + R2
Frontside 180 Indy Grab to Stalefish	← spin / ↑ + R2 to ↓ + R2
Misty 180 Method to Indy Grab	↙ 3D / ↓ + L2 to ↑ + R2
Fakie to Backflip to Indy Grab to Lien Air	↓ flip / ↑ + R2 to ↓ + R1
Frontside 180 Stalefish to Method	← spin / ↓ + R2 to ↓ + L2
Backflip Method to Stalefish	↓ flip / ↓ + L2 to ↓ + R2
Backside 180 Indy Grab to Shuffle	→ spin / ↑ + R2 to L1 L2
Flip Mute Grab to Indy Nosebone	↑ flip / ↑ + R1 to ↑ + R2 L2
Backflip Shifty to Melancholy	↓ flip / L1 to ↓ + R1 L2
Frontside 180 Stalefish to Tweak	← spin / ↓ + R2 to ↓ + R1 L1
Backside 180 Stalefish to Melancholy	→ spin / ↓ + R2 to ↓ + R1 L2
Misty 180 Method to Tweak	↙ 3D / ↓ + L2 to ↓ + R1 L1
*Frontside 360 Nose Grab to Method	← spin / ↑ ↑ + R1 to ↓ + L2
Flip Nose Grab to Stalefish	↑ flip / ↑ ↑ + R1 to ↓ + R2
*Misty 540 Tail Grab to Shifty	↙ 3D / ↓ ↓ + R2 to L1
*Backside 1260 Nose Grab to Mute Grab	→ spin / ↑ ↑ + R1 to ↑ + R1
Backflip Tail Grab to Indy Grab	↓ flip / ↓ ↓ + R2 to ↑ + R2
*Backside Misty 720 Tail Grab to Lien Air	↗ 3D / ↓ ↓ + R2 to ↓ + R1
Flip Indy Nosebone to Shifty	↑ flip / ↑ + R2 L2 to L1
*Frontside 540 Melancholy to Mute Grab	← spin / ↓ + R1 L2 to ↑ + R1
*Misty 540 Stiffie to Indy Grab	↖ 3D / ↑ + R1 L2 to ↑ + R2
*Backside 720 Tweak to Mute Grab	→ spin / ↓ + R1 L1 to ↑ + R1
Backflip Melancholy to Method	↓ flip / ↓ + R1 L2 to ↓ + L2
*Backside 540 Indy Nosebone to Mute Grab	→ spin / ↑ + R2 L2 to ↑ + R1
*Fakie to Backside Misty 540 Tweak to Method	↖ 3D / ↓ + R1 L1 to ↓ + L2

* denotes a varying degree of rotation, sometimes more or less

G.POLICE


EVER BURY THE ONE YOU LOVE IN A MATCH BOX? THAT'S ALL THEY LEFT OF HIS SISTER.
WHABOOM
FOR SLATER, EVENING THE SCORE WASN'T VENGEANCE, IT WAS SIMPLE JUSTICE.
BRAM BRAM BRAM
AND IT WAS TIME FOR THE EXECUTIONER TO DO HIS WORK.
BAROOM
SEE YOU IN HELL!

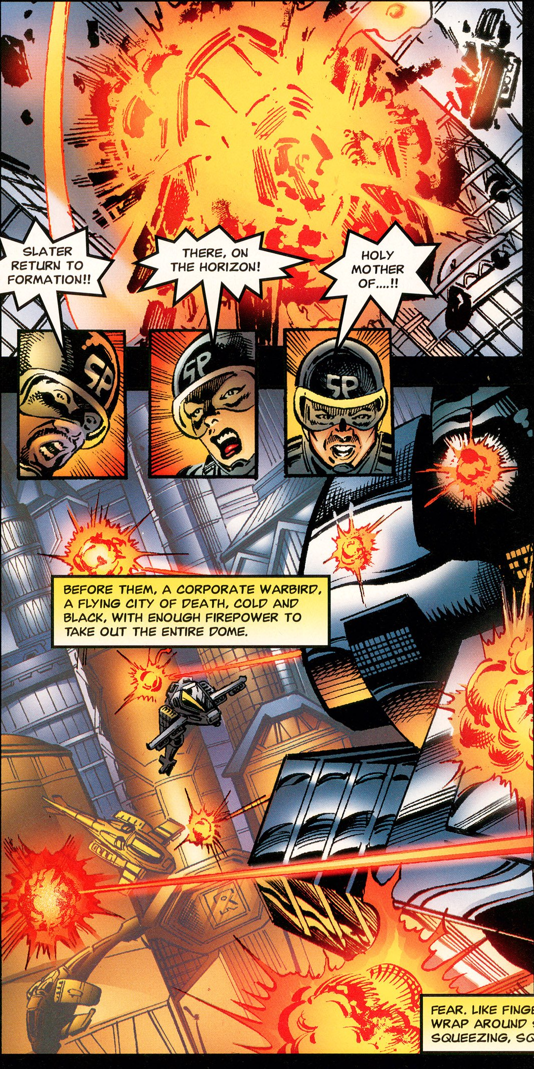
PSYGNOSIS

PC CD ROM

PlayStation

KIDS TO ADULTS
KA
CONTENT RATED BY ESRB

G Police, Psygnosis and the Psygnosis logo are trademarks of Psygnosis, Ltd. ©1997 Psygnosis, Ltd. All rights reserved.


SLATER RETURN TO FORMATION!!
THERE, ON THE HORIZON!
HOLY MOTHER OF....!!
BEFORE THEM, A CORPORATE WARBIRD, A FLYING CITY OF DEATH, COLD AND BLACK, WITH ENOUGH FIREPOWER TO TAKE OUT THE ENTIRE DOME.

"G Police... one of the most amazing-looking titles ever seen on the PlayStation."
– Electronic Gaming Monthly

You are Jeff Slater, 21st Century cop. Fly your Havoc gun ship on 35 missions through 51 of Callisto's domed environments. You have fly-anywhere 360° maneuverability and tons of firepower. Serve & protect.

PlayStation
G POLICE

www.gpolice.com

FEAR. LIKE FINGERS OF ICE AND TITANIUM WRAP AROUND SLATER'S HEART– SQUEEZING, SQUEEZING, SQUEEZING...

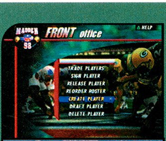
TRICKS of the trade

Codes and Tricks for the PlayStation

Madden NFL 98

Secret Cheat Menu

To enter these codes you must go to the Front Office option and then choose the "Create A Player" Option. From here, enter any of the following codes and then save the name. When you return to Exhibition Mode and to the Vs. Screen, you will be able to select from the hidden teams and stadiums.



Hidden Teams

For Tiburon team enter: **Loin Cloth**
For EA Sports team enter: **Orrs Heroes**
For All Madden team enter: **Coach**
For All Time Leaders team enter: **Leaders**
For All 1960s team enter: **Pac Attack**
For All 1970s team enter: **Steelcurtain**
For All 1980s team enter: **Gold Rush**
For NFC Pro Bowl team enter: **Aloha**
For AFC Pro Bowl team enter: **Luau**

Hidden Stadiums

For Astrodome enter: **Jetsons**
For Cleveland stadium enter: **Dawgpound**
For Oakland stadium enter: **Snake**
For Tampa Bay stadium enter: **Big Sumbrero**
For Orange Bowl enter: **Dandaman**
For RFK stadium enter: **Olddc**
For Tiburon stadium enter: **Sharksfin**
For Wild West stadium enter: **Ghost Town**

Fantastic Four

Secret Cheat Menu

This trick will get you a Cheat Menu that gives you four more options in the Options Screen. Just go to the Main Menu with The Thing's face, and access the Options Menu. Inside this screen, highlight "Training" and then press all four Shift buttons at once (L1+L2+R1+R2). The new options will appear underneath the Training Option. These include Invincible, Level Skip, Big Boy and Free Play. All of them have meters with Off and On switches, with the exception of Big Boy, which has a meter where you can grow or shrink your character.

x2
89%
DRINKS

Oddworld: Abe's Oddysee

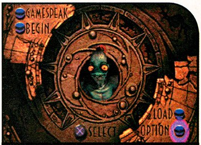
Cheat Button Combinations

The first two of these are accessed by highlighting the Option at the Main Menu. After this is done, do these tricks:

Movie: While holding R1, press Up, Left, Right, Square, Circle, Triangle, Square, Right, Left, Up, Right.

Level: While holding R1, press Down, Right, Left, Right, Square, Circle, Square, Triangle, Circle Square, Right, Left.

Fart: This next trick can be done any time during the game. While holding R1, press Up, Left, Right, Square, Circle, X.



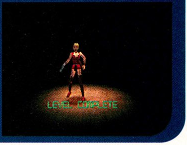
TO PLAY
PARAMONIAN TEMPLE
EXIT

TO ESCAPE FROM RU

Excalibur 2555 A.D.

Password Access

Any time during the game, press Start to pause. Now press Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Triangle. Now unpause the game and the screen will change to the Level Complete animation. You will then be awarded with the password for that level, and be transported to the next. This trick has been proven to work on the preproduction copy and may change in the final version.



Do you have a trick or want a tip on your favorite game? Let us know—write us at...

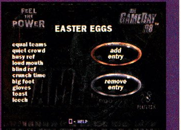
Official U.S. PlayStation Magazine
Tricks of the Trade
1920 Highland Ave., Suite 222
Lombard, IL 60148

NFL GameDay 98

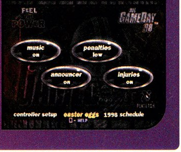
Easter Eggs

At the Main Menu Screen, access the Options, then choose Easter eggs. Now pick the "Add Entry" Option and enter one of these cheats:

credits—Shows credits
equal teams—All players equal
quiet crowd—Crowd quieter
busy ref—Lots of unfair penalties
loud mouth—Loud PA announcer
blind ref—Ref doesn't call PI or personal fouls
crunch time—Louder hit noises
big foot—Long field goals
gloves—Great hands for receivers
toast—Bad pass coverage
leech—Great pass coverage
hatchet—Forearm shiver is juiced
bettis—Shoulder charge is juiced
juice—Hyper speed burst
jack hammer—Super stiff arm
rejection—Defensive jump is higher
flea circus—Players are tiny and quick
watery ai—Catch-up speed high; pursuit angles are wrong
virtual polygons—Flat players
humongous—All players are huge
thin air—Special stadium and teams
look ma—Players have stumps for arms
horsemen—Players have no heads
show off—CPU does only High Steps
gd challenge—Hidden difficulty level
deep gray—CPU remembers 30 plays
cpu offense—CPU offense gets a speed juice
cpu defense —CPU defense gets a speed juice
psychic—CPU cheats on every play call
fire drill—Player and ball speed are very high
nyse—Swim moves are juiced


FEEL THE POWER
NFL GAMEDAY 98
EASTER EGGS
add entry
remove entry
HELP

equal teams
quiet crowd
busy ref
loud mouth
blind ref
crunch time
big foot
gloves
toast
leech

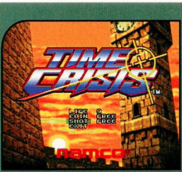

FEEL THE POWER
NFL GAMEDAY 98
controller setup
easter eggs
1998 schedule
HELP

music on
penalties low
announcer on
injuries on

Time Crisis

Nine Lives/Weapon Reload

This cool 3-D shooter comes with a couple cheats you can easily access by following these methods. To enable the Cheat Mode, go to the main Title Screen and shoot at the center of the R in the word CRISIS. Then shoot twice directly inside the crosshairs, next to the word TIME. If your shots are accurate, a Cheat Menu should appear with a few extra options to choose from. You can begin your next game with nine lives! The other trick is to take the second controller, while in your game, and press the X, Square, Circle or Triangle buttons. This is an alternate, possibly easier method to reload your weapon or to hide from enemy fire.

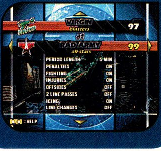

TIME CRISIS
LIFE 9
COIN FREE
SHOT FREE
EXIT
namco

3946
x8
05'31"26

NHL Powerplay 98

Two Hidden Teams

This trick will give you two hidden teams normally not available in the game. On the Main Menu Screen, choose the "Start Game" Option. On the next screen, choose "Exhibition" and then hold the X, Triangle, Square and Circle buttons until the next screen loads in. Once the Team Select Screen appears, let go of the buttons and scroll through the teams on the first or second controller, and you'll find that you can choose two new teams; the Virgin Blasters and the Rad Army. Both of these teams have a high rating, so you will be sure to do well with either one of them.


VIRGIN Blasters 97
at
RAD ARMY all-stars 99
HELP

PERIOD LENGTH 5 MIN
PENALTIES ON
FIGHTING ON
INJURIES ON
OFFSIDES OFF
2 LINE PASSES OFF
ICING ON
LINE CHANGES OFF

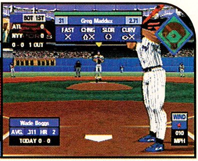
Triple Play 98

Vocal Credits

While in an Exhibition game, press and hold all of the top four buttons (L1, L2, R1, R2). While holding these, press the following buttons to access voice credits:

Chuck Osieja: Up, Triangle, Up, Square.
Darren Stone: Up, Triangle, Up, Circle.
Michael J. Sokyrka: Right, Circle, Right, Square.
Chris Johnson: Up, Triangle, Up, X.
Frank Faugno: Right, Circle, Right, X.
Brent Nielsen: Left, Square, Left, Circle.
Pauline Moller: Left, Square, Left, X.
Steve Rechtschaffner: Left, Square, Left, Triangle.
Ernie Patzel: Right, Circle, Right, Triangle.

EXHIBITION
CHICAGO CUBS
BOSTON RED SOX
CUBS
BOSTON RED SOX
5th
6th
ALPHABETICAL
ALPHABETICAL
HELP
MANAGER
GAME MODE
OPTIONS
STATS
GAME TIPS

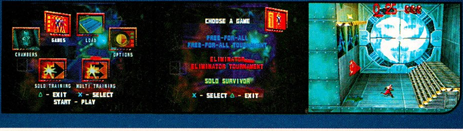

BOT 1ST
ATL 0
NYY 0
0-0 1 OUT
21 Greg Maddux 2.71
FAST CHNG SLDR CURV
Wade Boggs
AVG .311 HR 2
TODAY 0-0
WIND 010 MPH

TRICKS archive

Tricks Archive is a monthly collection of every code available for the PlayStation starting with the earliest releases first. The Archive will also feature past GameShark and other related tricks and codes.

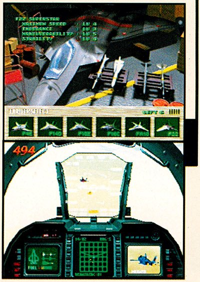
Blast Chamber

For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the "Games" Option and Choose the "Solo Survivor" Option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now when you die in the game, your lives meter will not go down!


GAMES
LOAD
CHAMBERS
OPTIONS
SOLO TRAINING
MULTI TRAINING
△ - EXIT X - SELECT
START - PLAY
CHOOSE A GAME
FREE-FOR-ALL
FREE-FOR-ALL TOURNAMENT
ELIMINATOR
ELIMINATOR TOURNAMENT
SOLO SURVIVOR
X - SELECT △ - EXIT

Bogey: Dead 6

To get access to all the fighter jets, go to the Plane Selection Screen and enter the following code: Left, Left, Right, Down, Up, Down, Right, Select. You will hear a shout to confirm that the code was entered correctly. Now all of the fighters will be available for you to select. Choose a plane with good speed, endurance, maneuverability and stability to fight for you. Use any plane, even an F22 for combat in the beginning missions!



Final Doom

PAUSE
PAUSE

Press Start to pause and enter these codes as shown:

All Powerful Mode: Down, L2, Square, R1, Right, L1, Left, Circle.

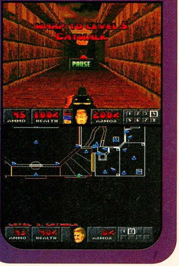
Lots of Goodies: X, Triangle, L1, Up, Down, R2, Left, Left.

Level Skip: Right, Left, R2, R1, Triangle, L1, Circle, X (Press X to go to the level).

Map All Lines: Triangle, Triangle, L2, R2, L2, R2, R1, Square.

Map All Objects: Triangle, Triangle, L2, R2, L2, R2, R1, Circle.

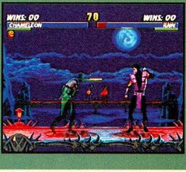
X-Ray Vision: L1, R2, L2, R1, Right, Triangle, X, Right.


WARP TO LEVEL 5
CATWALK
PAUSE

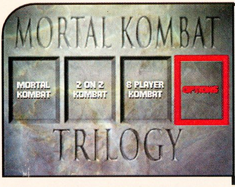
King of Fighters '95

At the Game Select Screen, move the arrow to the Team Play Option and select it. When the screen appears that asks if you want to Team Edit, choose "Yes." On the Character Select Screen, press and hold Start. While holding it, press Up+Circle, Right+Square, Left+X, then Down+Triangle. Two new character boxes will appear, making the Bosses of the game playable!

Mortal Kombat Trilogy


WINS: 00
CHAMELEON
70
WINS: 00

At the Player Select Screen, choose Human Smoke. Now, before the round begins, hold Left+High Punch+High Kick+Block+Run at the same time. (For player two, hold Right instead of Left.) As soon as the match starts, Smoke will disappear in a burst of flames and Chameleon will be his replacement! This transparent fighter has the powers of all the ninjas when he turns into them. Unfortunately, you cannot control which ninja you will be, because this is a random process.


MORTAL KOMBAT
MORTAL KOMBAT
2 ON 2 KOMBAT
8 PLAYER KOMBAT
OPTIONS
TRILOGY

Mortal Kombat Trilogy

This awesome trick will let you access a Secret Konfigure Menu which gives you five extra options to choose from. On the Main Menu Screen, highlight and choose "Options." In the Options Screen, highlight one of the selectable boxes and hold the "top four L and R buttons. With these held, hold Up. The game will make a noise and the screen will shake. Now you may access the Secret Konfigure Mode that will let you turn on or off these special options:

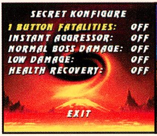
One-Button Fatalities: The top four buttons are now used to give your opponent fatalities, babalities, brutalities, etc.

Instant Aggressor: The Aggressor meter comes up very quickly in the game.

Normal Boss Damage: The Bosses are harder to kill.

Low Damage: It's harder to kill any opponent.

Health Recovery: You will recover energy in the game.

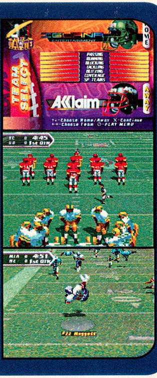


SECRET KONFIGURE
1 BUTTON FATALITIES: OFF
INSTANT AGGRESSOR: OFF
NORMAL BOSS DAMAGE: OFF
LOW DAMAGE: OFF
HEALTH RECOVERY: OFF
EXIT

NFL Quarterback Club 97

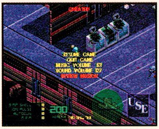
These codes will either give you some great advantages for your team, or they are just funny to see! To do these tricks, go to the Team Select Screen and enter the following for various results:

Pro Bowl Teams: L1, L1, L1, Triangle, L1, L1.
Land Mines: L1, L1, L1, R1, L1, L1.
Slippery Ball: L1, L1, L1, L2, L1, L1.
No Fumbles: L1, L1, L1, R2, L1, L1.
Off Day: L1, L1, Triangle, R2, L1, Triangle.
Big Boys: L1, L1, R1, Triangle, L1, R1.
Small Guys: L1, L1, R1, R1, L1, R1.
Throw 100 Yards On Bomb Zone Play: L1, L1, R1, R2, L1, R1.
Speed Up Game: L1, L1, L2, L2, L1, L2.
Special Teams: L1, L1, L2, R2, L1, L2.


TEAM SELECT
HOME
AWAY
Acclaim
PASSING
RUNNING
BLOCKING
TACKLING
BLITZING
COVERAGE
SP. TEAMS

Project Overkill

Begin your game and when you are low on life, press Start. A menu will appear, in which you need to highlight the last option, Review Mission. Now hold down the Square button and press: **Circle, X, Triangle**. Then release the Square button then hold down Circle and press: **Square, X, Triangle**. If done correctly, Cheater should appear at the top of the screen, and your life meter will replenish.


CHEATER
RESUME GAME
QUIT GAME
MUSIC VOLUME 63
SOUND VOLUME 127
REVIEW MISSION
200
USE

Street Fighter Alpha 2

At the Player Select Screen, do the codes as shown:

Super Turbo Edition Chun-Li:
Highlight Chun-Li. Hold Start for about five seconds then press any Kick or Punch button and let go of Start. (This Chun-Li does her fireball by holding Back, then pressing Forward on the pad with a Punch button.)

51
GOUKI
GOUKI

Super Akuma:
Highlight Akuma. Hold Start and move Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right. Then press any Kick or Punch button and let go of Start. (The new Akuma is faster and can do a double fireball in the air [Jump and press Down, Down-Forward, Forward+ Punch]. He is also much faster with every move. One of his Level 3 super attacks can even go across the screen now [Jab, Jab, Right, Short, then Fierce when facing right]).

PLAYER SELECT
VS

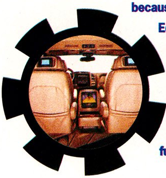
g.e.a.r.

gadgets, electronics, arts and recreation

Official U.S. PlayStation Magazine
Official U.S. PlayStation Magazine
GMC
SONY

GMC SUBURBAN SONY LIMITED EDITION

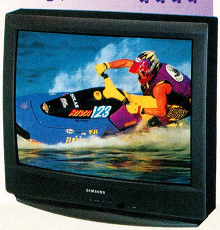
There's nothing like cruisin' around in your ride while talking on your cellular phone and listening to a CD while your buddies are in the back watching movies and enjoying some action on the PlayStation. You can't do that in your car? Well you need to start saving up right away because the Limited-Edition GMC Suburban doesn't come cheap. Included in the package is a fully loaded GMC Suburban complete with 100 CDs from selected Sony Music label artists, 24 Columbia TriStar movies, 10 PlayStation games with a PS game console, voice-activated cell phone and limited-edition GMC clothing. This isn't even half of everything loaded on this thing! The ultimate Christmas present. (Note: *OPM* car decals are not available on any of the Limited-Edition Suburbans) GMC/Neiman Marcus $70,000 ○○○○○



Samsung 32" TV

If our big Home Theater article has whet your whistle for a large TV, you should take a gander at this. Samsung has a line of 32" televisions which retail for what most people charge for 27". It has 700 lines of horizontal resolution and an S-video input to fully take advantage of that feature. The sound falls short a bit and the default display settings are kind of horrendous. Adjust it, and you're good to go.

Samsung $749.95 ○○○◐



Erazer light gun

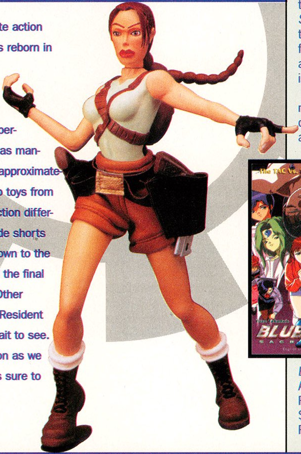
One of the first third-party light guns to offer dual compatibility between Guncon and other light gun games is the Erazer which is being distributed by Tommo. It works with games like Maximum Force and includes the Composite plug for use with Namco titles like Time Crisis. One of the snazzier features it has is an internal motor which belts out some feedback and makes loud noises. Unfortunately, the feedback does not correspond to the onscreen action and can actually be played with even when the system is off. We'll be back with a Gear rating when we get our hands on the U.S. version (the one we have doesn't work quite right) which will be recolored green.

Tommo $29.95

Lara Croft action figure

Everyone's favorite action game heroine is reborn in another three-dimensional form. The Lara Croft action figure will be the first non-superhero doll that the company has manufactured. The figure will be approximately the size of other superhero toys from Toy Biz with the major production difference being the real naugahyde shorts that she will be sporting. Shown to the right is an early mock-up and the final version could differ slightly. Other yummy goodies from TB are Resident Evil figures which we can't wait to see. Look for a Gear rating as soon as we can get our hands on what is sure to be quite a prized item.

Toy Biz Price TBA



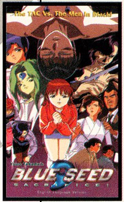
Blue seed anime

Yuzo Takada's *Blue Seed* is one of those series where if you don't come in from the beginning, it's hard to catch up to what's happening in later episodes. *Fate & Destiny* and *Sacrifice!* are two tapes fairly late in the story line (episodes 19-22), and therefore most of the characters have already been introduced and the climax is around the corner. That said, *Blue Seed* is a supernatural tale of mysticism turned loose in modern Japan. Monsters called aragami hatch a plot to destroy humankind which a team of specialists, the Terrestrial Administration Crew (TAC), sets out to foil. As a descendent of the Kushinada, a mystic bloodline that has the power to destroy the aragami, Momiji Fujimiya joins the TAC in their fight.

Love is the bait in a deadly trap!
Yuzo Takada's
BLUE SEED
FATE & DESTINY
English Language Version

The two episodes in *Fate & Destiny* follow Momiji and Kusanagi (her protector) as they realize their link together and prepare to stop the impending reawakening of Susano-oh. *Sacrifice!* takes a decidedly different turn, turning toward the series' climax. After a fierce battle, Kusanagi is severely wounded, and Momiji's determination to stop Susano-oh is weakened.

Blue Seed's animation quality is second to none. For a TV series, the quality is very close to that of an OAV, with smooth, fast action. The plot of *Blue Seed* is engaging, and kudos to ADV's English voice actors for catching the flavor of the characters in their acting. While the subtitled version will be attractive to a majority of hard-core anime fans (with Megumi Hayashibara's irresistible voice acting), the dub is not as bad as some. Plenty of action and an engaging story make *Blue Seed* an excellent choice.



Blue Seed: Fate & Destiny/Sacrifice!
AD Vision
Price: $24.95 (DUB),
$29.95 (SUB)
Running Time: 60 min. ○○○○◐

Next Month

in the Official U.S. PlayStation Magazine

There's no better way to ring in the new year than with zombies!

The sequel to one of the biggest hits on the PlayStation will be hitting stores soon. Find out the story behind the story of Resident Evil 2 as *OPM* goes in-depth and finds out all the gory details. If all goes well, Gary Mollohan will return in one slab of breathing flesh (that will hopefully be able to type) and fill us in.

/Rifles
SALE
NO

Kick off the new year in style. Get informed with the January issue of* The Official U.S. PlayStation Magazine*.

Tomb Raider 2 Review

Official U.S. PlayStation Magazine
Demo Disc
SONY

• content subject to change

Advertiser Index

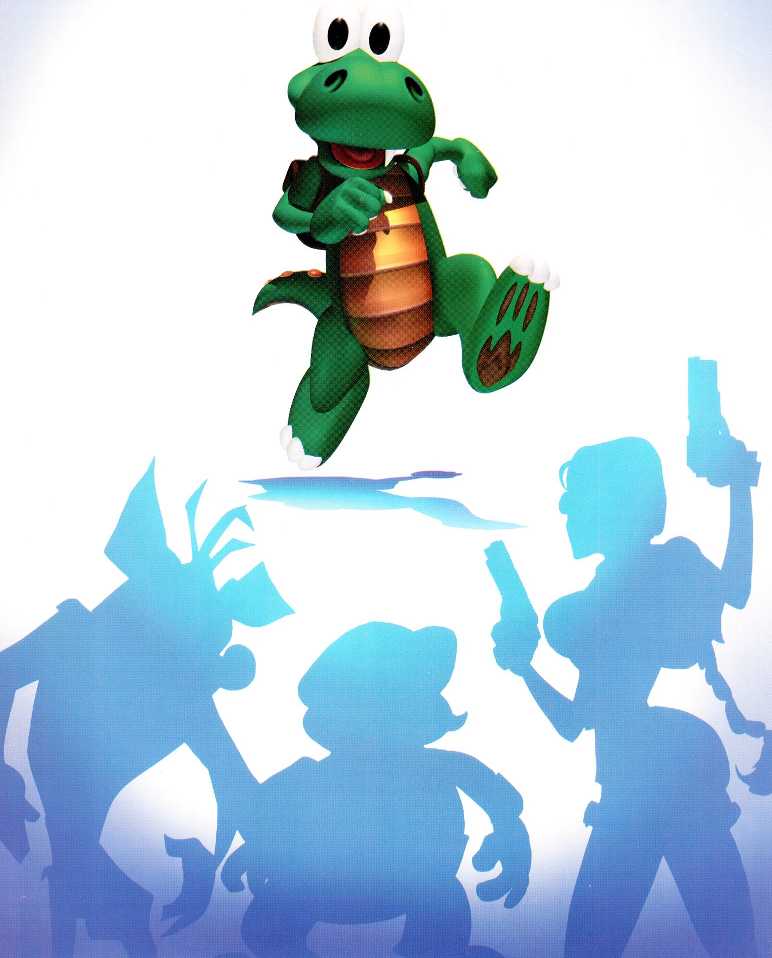
Official U.S. PlayStation Magazine

Acclaim	93
www.acclaimnation.com	
Accolade	112-13
www.accolade.com	
Alps Interactive	85
www.interactive.alps.com	
ASCII Entertainment	35, 118-19
www.asciient.com	
Capcom	51, 53, 55-57, 60
www.capcom.com	
Crystal Dynamics	83, 86-87
www.crystald.com	
Eidos Interactive	150
www.eidosinteractive.com	
Empire Interactive	7
Fox Interactive	147-49
www.foxinteractive.com	
GT Interactive	8-9, 19, 70-71, 81
www.gtinteractive.com	
Hasbro Interactive	25, 117
Interact Accessories	12-13
www.gameshark.com	
Interplay	106-07
www.interplay.com	
LucasArts	20-21, 94-95
www.lucasarts.com	
Madcatz	4-5
www.madcatz.com	
Midway	23, 37, 69, 75, 89
www.midway.com	
Namco	63, 78-79, 124-27
www.namco.com	
Pandemonium	97
Pepsi-Cola	26-27
www.pepsi.com	
Psygnosis	38-39, 41, 138-39
www.psygnosis.com	
Reality Quest	132-33
www.theglove.com	
Samsung	30-31
www.sosimple.com	
Sirtech	43
Sony Computer	2-3, 16-17, 44-45 91, 100-01, 103, 109, 121
www.sony.com	
Sony (Hi-Fi Division)	46, 65
Tecmo	11, 49
www.tecmo.co.jp	
T*HQ, Inc.	33, 111
www.thq.com	
Ubi Soft	66-67
www.ubisoft.com	
Virgin Interactive	105
www.vie.com	
Working Designs	77
orkingdesigns.com	

Demo Disc Titles

- *NFL GameDay 98*
- *CART World Series*
- *Frogger*
- *Pandemonium! 2*
- *Spawn: The Eternal*
- *Final Fantasy Tactics*
- *Gex: Enter the Gecko*

HOW DID CROC FIND HIS COMPETITION?



DELICIOUS!

CROC © Argonaut Software Ltd, 1997. All rights reserved. CROC and CROC: Legend of the Gobbos are trademarks of Argonaut Software Ltd, 1997. © 1997 Twentieth Century Fox Film Corporation. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. Windows and the Windows® 95 logo are the trademarks of Microsoft Corporation. All Rights Reserved.

"Like Lara Croft, CROC has more moves than you can shake a stick at."
-PSM-PlayStation Magazine

"Move over Mario. . .and cruise by Crash. . .CROC rocks!"
- GAMEPRO

"Don't be fooled. . .this is no kiddy game."
-Official PlayStation Magazine

"CROC's deep enough for even the most serious explorer!"
-Gamefan

"One of the best PlayStation games of the year! 95% Gold."
-PSExtreme

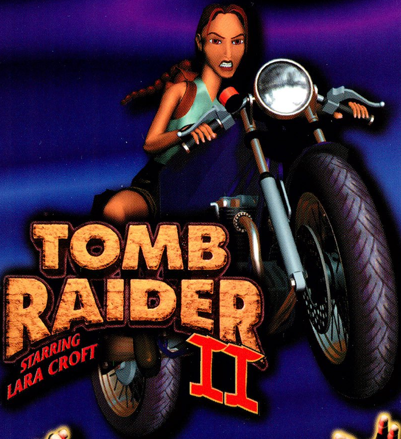
www.foxinteractive.com

Windows '95 CD-ROM ™ PlayStation ™ KIDS TO ADULTS K-A CONTENT RATED BY ESRB ARGONAUT SOFTWARE LTD ™ FOX INTERACTIVE ™

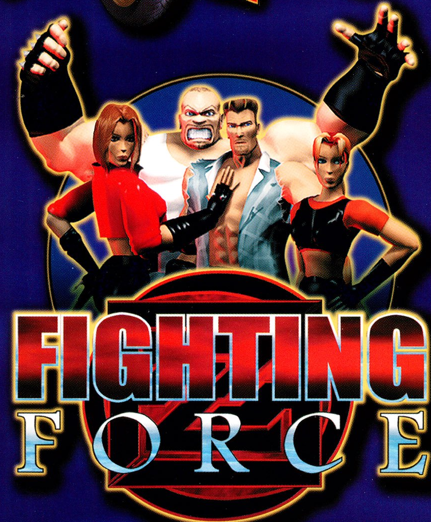
CROC™
LEGEND OF THE GOBBOS

You've been warned.

Watch out for these
HOT TITLES.
Coming soon from EIDOS.


TOMB RAIDER
STARRING LARA CROFT
II

·IAN LIVINGSTONE'S·
DEATHTRAP
Dungeon


FIGHTING
FORCE

EIDOS
INTERACTIVE
You've been warned.

www.eidosinteractive.com

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!